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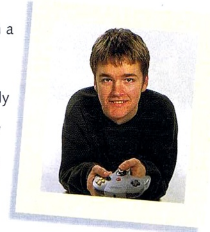
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Next issue on sale
Tuesday 12th February
To find out why it's going to be fantastic, jump to p62

WELCOME TO NGC MAGAZINE





March 1997, **NGC** issue 1, page 58. A (very) young writer with a pudding bowl haircut and a thoroughly cheeky grin on his face reviews the N64's very first '*Doom* clone'. "Ludicrously violent, marvellously entertaining, and another fantastic addition to the N64's growing library," he wrote, awarding the game a whopping 91 per cent. The game, of course, was *Turok: Dinosaur Hunter* (the writer was me, and the hair's all better now, thanks) and those primitive early adventures of comic book hero Joshua Fireseed led to an entire franchise of dinosaur-hunting Nintendo epics.

He's back!

Now, Mr Fireseed and his dinosaur buddies are making their hugely-anticipated comeback on Gamecube – and, naturally, we're the *first* UK magazine that *Turok* mastermind David Dienstbier approached to glimpse his beautiful new baby in action. Based on what Geraint saw of *Turok Evolution* at Acclaim HQ – and the strange faraway look he's had in his eyes ever since – the likes of *Perfect Dark, Half-Life* and *Halo* are about to bow down to a new master. Enjoy our colossal, *exclusive* preview over on page 22 – and laugh aloud as you recall those heady days when *Perfect Dark* was regarded as the pinnacle of videogame shooters…

We haven't eaten for days

The rest of this issue is practically exploding at the seams with new Gamecube games – including the magnificent *Super Smash Bros Melee*, which has claimed office lunchtimes as its own, and forced its way onto our second 'cover'. We're not the only ones wallowing in Gamecube's sea of superb games, either – as we report in Newsdesk, Nintendo's new baby is the fastest-selling console of recent years in the US, and *Luigi's Mansion* the most popular launch game *in history*. Which means things are boding rather nicely for GC's release in Europe this year – full details in the very next issue. Exciting times, then; stick with **NGC** for everything you need to know about Nintendo's most exciting year yet.

Tim Weaver
EDITOR

JUST LOOK WHAT WE'VE GOT FOR YOU THIS MONTH!



OUR PROMISE TO YOU

Because we're not tied to Nintendo, only NGC can deliver the most reliable news and reviews first. We answer to no-one except you, the reader, which is why we promise you can trust what you read – every single issue.

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Latest pics of the big games!






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Updates on the big titles!







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The only GB mag you need!



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More on issues that matter.







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NGC ARENA The latest games reviewed! 30





Another sneaky peek at Rare's colossal adventure...

FUTURE LOOK
Your first look at the big games



That big enough for you Foxy? you've got a whole lot of walking to do, matey.

The water effects are fantastic. You can even take Fox for a swim in it.





The character models are all superbly detailed.

Some sections look decidedly Zelda-like, which can't be a bad thing at all.



INFO BURST

STARFOX ADVENTURES

DEVELOPER:	Rare
PUBLISHER:	Rare
HOW MANY PLAYERS:	1
RUMBLE FUNCTION:	Yes
ONLINE PLAY:	No
NUMBER OF DISCS:	1
GBA LINK-UP:	No

WHEN'S IT OUT?

US	UK	Japan
March	Launch	TBA

ANTICIPATION RATING: 5/5



The flying sections are super smooth and great fun.


Fox gives us another demo of his magic staff. Mint!


Free this dino and he'll help you in your quest.


Dino riding helps cover ground much faster.

STARFOX ADVENTURES

on McCloud nine

After the initial massive influx of new media for *Starfox Adventures* last summer, things have died down a little. Still, this latest batch of new shots and info is enough to convince us that Rare are continuing their good work on a title that already looks absolutely top-notch.

The first piece of info to grab our attention was the fact that, contrary to what we previously thought, *Starfox Adventures* doesn't take place on multiple planets. Instead, Dinosaur Planet has been torn to pieces by the invading General Scales. Using the power of things called SpellStones, Scales rips the planet apart, sending small pieces into orbit around the main planet. Using his Arwing, Fox can travel to each individual section. Quite what these SpellStones are is anyone's guess, but we're keeping our fingers crossed that Rare won't plump for the clichéd 'all-powerful-artefacts-that-must-be-retrieved-at-all-costs' storyline.

Anyway, if Rare put as much effort into the plot and characters as they have into the crisp, jaw-dropping visuals then we have nothing to worry about. With each and every sneak peek we get at *Starfox*, the excitement builds. Whether it's the stunning real-time weather system – with clouds casting shadows on the grassy plains – or the beautiful water effects on the streams, it's all too clear that Rare are lavishing particular attention on the visual side of things. The massive temples, in particular, are a real sight to behold, giving some indication of the size of Fox's new adventure.

Those who are a little miffed at the idea of Nintendo's new 'short-'n'-sweet' strategy should do well to remember that it need not necessarily include the masters at Rare. In the meantime, check out these new pics. NGC


Krystal and her dino friend. Like the look of these visuals? Thought you might.

Exclusive new shots of Shigsy's *Harvest Moon* killer!

FUTURE LOOK
Your first look at the big games



Nice house, eh? Shame it isn't actually ours. It belongs to one of the local hens.





ANIMAL

Shigeru Miyamoto's Gamecube interpretation of his N64 'communication game' arrived just too late to be reviewed this issue – but because it's Christmas and all (or at least, it was when we wrote this), we've brought you these lovely new shots anyway. And aren't you lucky?

Not that you'd necessarily notice that these screens are sparkly new – for the most part, *Animal Forest* + is *identical* to its 64-bit forebear. In fact, the visuals have barely been touched, with the only difference being that the forest and its animal inhabitants are now animated at a super-smooth 60 frames per second. The intro cut-scene is the same, the map's the same, and the idea – buy a house in Animal Forest, then simply live your life fishing, catching butterflies and chatting to your friends – is the same. So, why the '+', then?

Mainly, because this is the first ever game to take advantage of the Gamecube-GBA link cable, which has just gone on sale in Japan. Plug your Game Boy Advance into joypad port two, find the harbour at the edge of the forest, and you can take a boat to Animal Island – a mini version of Animal Forest that you can explore on your GBA's screen. We've yet to fully investigate this feature – the flood of Japanese text in *Animal Forest* + had us flummoxed from the get-go – but be here for full details in NGC/65.

In the meantime, enjoy these festive piccies – it's Christmas in *Animal Forest* + because the environment changes to match the real-life month, date and time on the Gamecube's internal clock. Now, if you'll excuse us, we're off to spend our combined festive bonuses on a bumper Japanese dictionary… NGC

Why the '+', then? Mainly, because this is the first ever game to take advantage of the GBA link cable.



Sadly, we can't show you the message Tim wrote in reply. Too much abuse for one mag.

INFO BURST

ANIMAL FOREST +	
DEVELOPER:	Nintendo
PUBLISHER:	Nintendo
HOW MANY PLAYERS:	1
RUMBLE FUNCTION:	Yes
ONLINE PLAY:	Maybe
NUMBER OF DISCS:	1
GBA LINK-UP:	Yes

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	Now

ANTICIPATION RATING





Oi! Chicken! Stop listening in on us and the cat's conversation, will you?





Every kickabout ends with the ball floating off down the river.

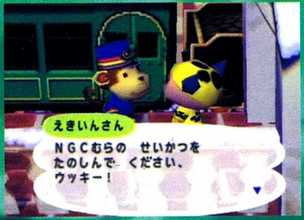




FOREST +

the new forest





We've named our Animal Forest + village NGC It has a chimp for a stationmaster. See?

Pretty visuals – shame they don't make better use of Gamecube's powerful innards.





Take a peek at the fish you've caught in the aquarium (above). Or talk to a cow.





NEWSDESK

P12 JOIN THE Q
It's release day for the DVD-Cube.



P13 CAPCOM IN CRISIS
Are simmering internal tensions straining Capcom's loyalty?

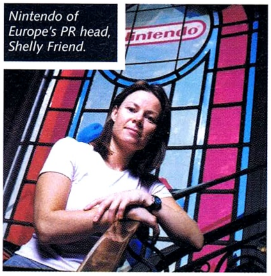


P13 BLOOMIN' CRAZY
Pikmin flowers 'released' to celebrate mad horticultural RTS!



LAUNCH RUMOUR LUNACY

April? May? September? Christmas? When *is* Gamecube due here?



Nintendo of Europe's PR head, Shelly Friend.

Following a month of fevered speculation, gossip and wild guessing, Gamecube's European release date has been nailed down as sometime in April or May – although rumours inevitably persist that September or even Christmas could prove a more likely date.

The April/May date comes from a Nintendo spokesperson, who told the Reuters news agency that final details of the launch would be revealed in January – possibly even by the time you read this. Two separate Nintendo Europe press releases had reasserted the 'Spring 2002' promise a week earlier.

European gamers had knotted their brows earlier as Nintendo magically discovered an extra 520,000 Gamecubes for an unspecified market – machines that were widely rumoured to have been originally allocated for Europe. In the same week, a Japanese website claimed that only 300,000 Gamecubes are being







Luigi's Mansion and Super Smash Bros – selling like pre-warmed buns.



prepared for the European launch. If these figures are accurate, it means that even the biggest of Europe's 40-odd countries can expect a maximum of just 50,000 Gamecubes on launch day.

However, Shelly Friend, Nintendo of Europe's head of PR, claims such numbers have merely been plucked out of thin air. "We haven't announced a thing about European numbers. As far as I can see, people are just taking all the rumours and doing some backward maths to come up with these figures."

Number crunching

Shelly also denied that the extra 520,000 Gamecubes were siphoned from Europe's stockpile for US or Japanese use. "Nintendo have obtained these new machines simply by increasing production in their Japanese factories, and we haven't revealed whether they're going to America, Japan or Europe. That decision will be based on sales over Christmas. Anyone who thinks the announcement of these extra Gamecubes means a delay for the UK is simply putting two and two together to make 20."

Indeed, a limited number of European launch machines contradicts what Shelly told **NGC** in November, that Nintendo "have to launch with enough Gamecubes for everyone." But industry sources claim that with Microsoft's Xbox launching here in March, and Star Wars: Episode II and the World Cup liable to be hogging everyone's attention in summer, Nintendo have only a small launch window for Gamecube if they want to bring it to UK shops before autumn.

Interestingly, the home shopping company Grattan features the Gamecube in their Spring/Summer 2002 catalogue as being available only after 1st April – suggesting Nintendo have already briefed retailers not to expect a March release. **NGC** rang Grattan's customer helpline and had the date reconfirmed, but was told that "it doesn't mean that Gamecube is actually out *on* that date."



Spin the console

According to Shelly, Nintendo are "continuing to decide on an exact date for Europe." At the time of writing, she confirmed that an official announcement is likely in January.

Meanwhile, in the US, Nintendo and Microsoft are engaged in a fierce war of spin that's made judging Gamecube's performance there increasingly difficult. According to Nintendo, the console is the fastest-selling of the last two years, with 800,000 machines bought by mid-December, and 100,000 new Gamecubes being shipped to stores every week to satisfy demand. *Luigi's Mansion* was claimed to be the fastest-selling launch title of any console *ever* – and that was just before *Super Smash Bros Melee* went and sold a brain-bending 250,000 copies in a mere nine days.

In Japan, too, Gamecube is performing well – as expected, *Super Smash Bros Melee* helped send sales of the machine soaring, with 130,000 Gamecubes (now available in funky orange and black in the Far East) shifted in the week following the launch of the hugely anticipated beat-'em-up. Panasonic's Gamecube-DVD hybrid, Q, was also well-received upon its 14th December launch (see page 12). And regardless of Gamecube's continually shifting UK launch date, Game Boy Advance still proved to be one of the festive season's hottest toys, seeing off stiff challenges from the likes of Lego's Harry Potter Hogwarts Set, the Miracle Baby and Nutcracker Barbie to get crammed into thousands of stockings on Christmas Eve. **NGC**



Orange and black Gamecubes are now in Japanese shops – and there's Q in the corner, too.

SHORT CUTS

PRESIDENT PRECEDENT



Nintendo of Japan's stony-faced president Hiroshi Yamauchi has engaged in some baffling share transactions and made a profit of 20 billion yen (just over £100m), which will be used to set up a fund for new game ideas. Coders from anywhere in the world with ideas for Gamecube or GBA titles will receive a low-interest loan from the fund, in an effort to "revitalise the games industry." Looks like old Yamauchi's icy heart has finally melted.

PIKMIN PRIZE



Nintendo's bizarre *Pikmin* has bagged itself a gong at the Media Arts Festival in Japan, held every December by the Agency of Cultural Affairs. The garden-based RPG was awarded the Excellence Prize for Game Industry Interactive Digital Art. Other winners included Namco, whose animation 'Anjyu' bagged the Grand Prix in Non-Interactive Digital Art, and Sega, who won an Examination Committee Special Prize for the Gamecube-bound *Phantasy Star Online v2*. Cigars all round!



Makes you want to immediately elope to Japan, doesn't it?

JOIN THE Q

Warm welcome for Japanese launch of Panasonic Gamecube-DVD hybrid.

Japanese electronics giant Matsushita – better known as Panasonic over here – have enjoyed a surprisingly successful launch of their eagerly-awaited DVD movie-playing Gamecube, or Q, on its Japanese release.

The sleek silver machine, which costs ¥40,000 (£260 – just £100 more expensive than Nintendo's own Gamecube) plays all Japanese GC games *and* Region 2 DVD movies, pitting it directly against Sony's DVD-enabled PlayStation 2. Japanese stores reported high demand for the machine – unexpectedly, queues formed outside Akihabara's most popular games stores on the morning of launch day.

"The furore here for Q was similar to when PlayStation 2 was launched," claimed a store assistant from Laox, the biggest and most popular games store in Akihabara, Tokyo's infamous 'electronics district'. "There were big queues for the machine, with many people arriving before the store opened. We sold out of our initial indication of Qs within the first couple of hours, since when we've been receiving a steady flow of Q units – and as soon as we can get them in, they leave the store in the hands of a happy customer."

Q club

Laox was one of the luckier stores, however. Interestingly, because the Laox chain sells electrical appliances such as televisions and DVD players, and therefore has a long-standing contract with companies such as Matsushita, the Akihabara branch was able to bag several hundred Q machines on launch day. Shops dedicated to videogames who lack a previous relationship with Matsushita – including the popular Tokiwamusen and Medialand shops in central Akihabara – were unable to get their mitts on any Qs whatsoever. Once that situation is rectified, though – which is likely to be as soon as production of Q gathers pace – the brushed chrome console is all set to attract the kind of mature Japanese gamer who's so far been steering clear of Nintendo's standard-issue Gamecube. True to The Big N's plans, the majority of the Akihabara shop assistants we spoke to in December viewed Gamecube as a 'family appliance', which was ideal for children to play with their mum and dad. Q should give the more adult-focused PS2 and Xbox a real run for their money.

The hybrid console is not expected to be launched in the United States or Europe – but even so, impatient American gamers have already 'modded' the Panasonic machine to play American Gamecube games (but not Region 1 DVDs). Stick around for next issue, where we'll have a hands-on test of the shiny Panasonic wonder. **MG**

Special thanks to Allan Ang.

Don't bother importing a Q – it plays UK DVDs, but not properly.





SHORT CUTS

GOBBLE GOBBLE



After committing to Gamecube with *Soul Calibur 2* and *Smashing Drive*, Namco have revealed plans to bring *Pac-Man World 2* to Nintendo's purple wonder machine early this year. Unlike its predecessor, *Pac-Man World 2* will feature fully-3D worlds, *Mario 64*-style, each combining free-roaming areas with fenced-off mazes that maintain the original *Pac-Man* pill-gobbling theme. Aces! **MG**

EL DIABLO!

Just as we went to press, Sega announced (sort of) their first original game for Gamecube. All that exists so far is this image – a drawing of a character known only as 'El Diablo' – and the knowledge that the game is a sports title from Visual Concepts, the same Sega division responsible for *Virtua Tennis*. Over-the-top wrestling? 3D beat-'em-up? Only time will tell… **MG**



LAKITU'S LENS

CONFUSION IN CAMP CAPCOM

Are leading coders about to ditch PS2 for Gamecube?

The rumour goes like this: Capcom are jumping the PS2 ship and are climbing aboard the SS Nintendo. Naturally we're sceptical, but we're also firm believers in the old adage "where there's smoke there's fire".

Capcom have made no secret of their problems with the PlayStation2's architecture. In an interview, one of Capcom's programmers complained about the PS2's toolset libraries – programs that allow developers to tap into a console's processor. "With PS2, there is no library," he complained. "We need to create our own, which poses its own set of problems in that there are so many ways to achieve the same effects." Two of Capcom's leading coders, Keiji '*Onimusha*' Inafune and Shinji '*Resident Evil*' Mikami, both reiterate these complaints about the machine, saying "PS2 is tougher [than Sega's Saturn], hands down". But while the *Resident Evil* franchise is definitely heading Cube-wards, both *Onimusha* and *Devil May Cry* have sequels confirmed for PS2, so it hardly sounds as though Capcom are ready to ditch Sony just yet.



The now-legendary press conference that saw Mikami (right) tie the Resident Evil *series to Gamecube exclusively. We love him.*



This time it's personal

But as our source close to Capcom recently revealed, the root of the confusion may boil down to something a little more personal. Mikami has always found it difficult to convince Capcom executives to approve his ideas. *Dino Crisis*, *Resident Evil* and *DMC* all proved to be problematic despite eventually becoming some of Capcom's strongest titles. Meanwhile, Inafune has little problems with his own projects, with *Onimusha* allegedly wooing Capcom bosses into throwing whale-suffocating amounts of cash at it without batting an eyelid.

Now, we're certainly not insinuating that Mikami is about to leave Capcom or anything like that. But we may well find that his focus will shift exclusively to Gamecube – he has after all publicly proclaimed his love for the purple box. Either way, with rumours of a new controller for GC and the still-under-wraps *CAS RA* waiting in the wings, future developments from Capcom should prove to be very interesting indeed. We'll keep you posted. **GE**



BLOOMIN' CRAZY

In a ground-breaking deal with Syngenta Seeds, The Big N have earned the right to take a new breed of flower and rename it 'the *Pikmin* flower'.

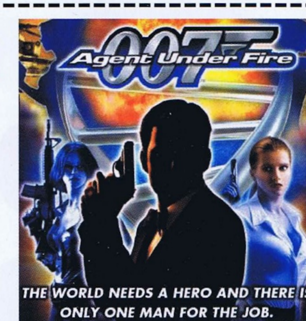
The flower, a five-petaled white bloom with a yellow centre that resembles the flowers that grow from a Pikmin's head, will launch in the US in April 2002 – but it's already available in the UK, under its botanical name, 'Bacopa Cabana'.

"This extraordinary marketing initiative to consumers demonstrates that at the core of Nintendo is creativity," said Nintendo's executive vice president, Peter Main. Well, if you say so. **MG**

BOND IS BACK

EA have revealed that PS2 James Bond shooter, *007: Agent Under Fire* will soon be shaking and stirring Gamecube owners.

Agent Under Fire stars a non-specific Bond (according to **NGC** spies, Brosnan's digital mug will be saved for a GC-exclusive 007 title) and mixes *GoldenEye*-style first-person sections with driving levels. **MG**



JO DARK'S SPY-CAM

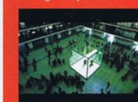
"Again? My Spy-cam just isn't designed for spotting frivolous nods to Ninty stuff in the big games, you know. Oh, never mind."

"An odd-looking platform in Luigi's Target Test in *Smash Bros Melee*, you say? My Spy-cam reveals that it's actually an upside-down Gamecube. Can I go home now, please?"



TENDO ON THE TELLY 2

More Gamecube television advertising this month, courtesy of Nintendo of America. These have been airing on some of the States' most-watched TV channels, including MTV, and given *Super Smash Bros*' sales over there, they seem to be doing the job.

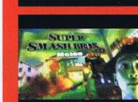




















THE PORT AUTHORITY

Since launch Gamecube has hosted a worrying number of old PS2 titles. Mark Green asks: will we always be lurching from port to port?

Port, conversion, translation – whatever you want to call them, the Gamecube is swimming in them. *Dave Mirra BMX 2*, *Crazy Taxi*, *Batman: Vengeance* and *Tarzan Untamed* are all games that were hatched, developed and brought to fruition on a rival console months ago, then transferred – with a few tweaks here and a couple of minor changes there – to Nintendo's purple box.

Seeing Gamecube play host to quality games such as *SSX* and *XG3* is great. But why did more than 50 per cent of Gamecube's US release day line-up consist of second-hand titles that PlayStation 2 owners have been savouring for ages? As always, it's partly about the cash. Even if sales of a Gamecube port are relatively low, it can turn out *more* profitable for the publisher than the original version. Dollars, pounds and euros have already been thrown at research, development, advertising and packaging design for a long-in-development PlayStation 2 version; carrying the existing code over to the Gamecube is relatively cheap, and the reputation and marketing of the original PlayStation version works as free advertising.

Whether the port is welcomed by gamers or not, to the publisher it's invariably a 'cash-in', an almost risk-free money-maker that's hard to resist. There are few better times to cash in than on a console launch day – and as Gamecube was last to arrive in the next-gen console market, it provided

PORT IN THE ACT

The good and the bad of N64 and Gamecube ports.

THE GOOD





Resident Evil 2
Capcom
Reviewed NGC/36, 90%
It took its time – and required the N64's biggest-ever cartridge – but *Resi 2* was as deliciously scary as its PlayStation forbear. And better looking.





Ridge Racer 64
Nintendo
Reviewed NGC/40, 91%
Wave Race: Blue Storm coders NSTC earned their spurs with this super-speedy update of a PS classic, which included a bonus track or two.





Tony Hawk's Pro Skater 3
Activision
Reviewed NGC/64, 92%
It might have been rushed out for Gamecube's US launch, but Neversoft are talented enough for it to be barely noticeable. Flawless boarding.

THE BAD





Daikatana 64
Kemco
Reviewed NGC/41, 67%
If anything, this turned out even worse than the infamous PC original, and set first-person shooters back at least three or four years.





Carmageddon 64
SCi
Reviewed NGC/36, 8%
Took yonks to make the journey from PC to N64, yet seemed to have had just three hours spent on its development. Ugly, jerky and barely playable.





Destruction Derby 64
THQ
Reviewed NGC/36, 65%
There was little technically *wrong* with this N64 version of the PS original – it was just so very late, and it looked embarrassing next to *Gran Turismo*.

far more porting opportunities than either DC or PS2.

No give and take

But even taking that into account, there are still worryingly few games making the journey from a Nintendo console to another platform. Why? According to EA – responsible for ports of *SSX*, *Cel Damage* and so on – the decision about which machine will see a particular game first is a question of reaching the maximum number of punters.

"A perfect example is *Harry Potter*," a spokesperson told us. "The reason we'll release that on PlayStation first is because it's the console owned by the greatest number of Harry Potter fans." Similarly, an 'EA Big' title such as *SSX Tricky* finds its natural first home on the console perceived as 'cool' by the public – PlayStation 2 – while a majority of other publishers choose Sony first simply because it offers the largest installed user base.

Luckily, most games have a broader demographic – *FIFA 2003*, for example, is being developed on every platform simultaneously, because, hey, *everyone* loves football.

Of those games that aren't considered primarily 'Nintendo', it's frustrating when they *do* eventually arrive, far too late for comfort. *Road Rash: Jailbreak*, and *Rogue Spear* are all planned for mid-to-late 2002, years after first winging their way to other consoles. But this is likely to prove a temporary phenomenon – as Louise Gabriel at Ubi Soft explains.

"*Rogue Spear* on Gamecube is a unique case," she says. "It's not a direct port of the old PC game, it's something new – we're just including it in the *Rogue Spear* 'brand'. But ports in the immediate future are a case of giving Gamecube owners something to play while we create new games. We only took delivery of dev kits a short while ago – developing a new title from the ground up takes time."

To the publisher, a port is a cash-in; a hard-to-resist, risk-free money maker.

Fun in the oven

So, despite appearances, Gamecube isn't necessarily playing second fiddle to PS2 or Xbox. In the years ahead, plenty of games *will* be 'tested' on a Sony machine first before the go-ahead's been given for a Gamecube version – but, behind the scenes, as-yet-unannounced new titles with long gestation periods are already in the works for the Cube.

After all, ports might require the undivided attention of a single group of developers within a studio, but it's very rare for an entire development team to be devoted to them, as Jeremy Chubb, Acclaim's Product Development Manager, makes clear.

"At our Cheltenham studios, ports like *Crazy Taxi* are treated independently of secret new games," he says. "And knowledge gained is shared between the many sets of teams, so you end up with a pool of programmers who know each machine inside-out."

As a result – regardless of financial issues – it's often down to experience and personal preference as to which console sees the freshest fruit of a developer's loins. Now that coders have a choice other than the pig-to-program-for PS2, Gamecube's coder-friendly innards are winning it many fans. So while ports might be two-a-penny this early on, expect unique new Cube games to seemingly pop up from nowhere over the next couple of years.

Louise at Ubi Soft assures us that sub-quality PS2 or Xbox games won't ever knock on Gamecube's door – "only quality games that we're happy with would be considered for conversion to the Cube". But it's often the quality of the port itself that's the issue. EA's conversion of *SSX Tricky* (which arrived just a little too late for review this issue) has slightly inferior visuals to the PlayStation 2 original – whether that's down to EA's inexperience in programming for Gamecube, or a rush to get the game on the shelves, it's something we won't stand for in future.

So for now, lap up the likes of *Extreme G3*, *Crazy Taxi*, and *SSX Tricky* – and remember, nothing dents a rival console owner's pride than watching games that were previously exclusive to them being thrown open to the public at large. And prepare to laugh yourself silly as Gamecube becomes the platform of choice for fresh, exciting, and *original* titles in the months to come. **NGC**



The Ridge Racer girl will be on GC – eventually.

Your one-stop spot for dates, stats and facts

INFORMATION STATION

Chart updates • Release list • Most wanted • Most played

ChartTrack Official top 10 N64 chart



1 Pokémon Stadium 2 — Nintendo — Released 09/01 — Last month: 1 — NGC Issue 60 • 90%



NEW!

2 Mario Kart 64 — Nintendo — Released 07/97 — Re-entry — NGC Issue 4 • 91%



NEW!

3 Mario Party 3 — Nintendo — Released 09/01 — New entry — NGC Issue 60 • 90%



4 Pokémon Snap — Nintendo — Released 09/00 — Last month: 6 — NGC Issue 45 • 80%



5 WWF No Mercy — THQ — Released 12/00 — Last month: 3 — NGC Issue 49 • 92%



6 Banjo-Tooie — Rare — Released 05/01 — Last month: 9 — NGC Issue 54 • 81%



7 Pokémon Stadium — Nintendo — Released 04/00 — Last month: 10 — NGC Issue 41 • 90%



8 The World is Not Enough — EA — Released 05/01 — Last month: 2 — NGC Issue 49 • 88%



9 Zelda: Majora's Mask — Nintendo — Released 11/00 — Last month: 8 — NGC Issue 49 • 96%



NEW!

10 Perfect Dark — Nintendo/Rare — Released 06/00 — Re-entry — NGC Issue 42 • 96%

NGC 5 Most played

	Game	Publisher	Genre	Review
1	Super Smash Bros Melee	Nintendo	FGT	Issue 64 • 95%
2	Tony Hawk's Pro Skater 3	Activision	SPT	Issue 64 • 93%
3	Star Wars: Rogue Leader	LucasArts	SHT	Issue 63 • 87%
4	Wave Race: Blue Storm	Nintendo	RAC	Issue 61 • 90%
5	Super Monkey Ball	Sega	ETC	Issue 61 • 92%

NGC 5 Most wanted

	Game	Publisher	Genre	Release
1	Mario Sunshine	Nintendo	ACT	JPN: Summer, UK: 2002
2	The Legend of Zelda GC	Nintendo	RPG	JPN: TBA, UK: 2003
3	Turok Evolution	Acclaim	ACT	US: March, UK: Launch
4	Resident Evil: Biohazard	Nintendo	ACT	JPN: Spring 2002, UK: 2002
5	Perfect Dark Zero	Nintendo/Rare	ACT	ALL: Christmas 2002

Readers' 5 Most played

	Game	Publisher	Genre	Review
1	Star Wars: Rogue Leader	LucasArts	SHT	Issue 63 • 87%
2	Super Monkey Ball	Sega	PUZ	Issue 61 • 92%
3	Luigi's Mansion	Nintendo	ETC	Issue 61 • 90%
4	Super Smash Bros	Nintendo	FGT	Issue 36 • 90%
5	Wave Race: Blue Storm	Nintendo	RAC	Issue 61 • 90%

Readers' 5 Most wanted

	Game	Publisher	Genre	Release
1	Mario Sunshine	Nintendo	ACT	JPN: Summer, UK: TBA
2	The Legend of Zelda GC	Nintendo	ACT	JPN: 2002, UK: TBA
3	Super Smash Bros Melee	Nintendo/LucasArts	SHT	US: Nov 18, UK: Spring
4	Perfect Dark Zero	Nintendo/Rare	ACT	ALL: Christmas 2002
5	Resident Evil: Biohazard	Nintendo	ACT	JPN: Spring 2002, UK: 2002

Top 5 Import chart

Source: CA Games (0141 334 3901)

1 Smash Bros Melee — Nintendo • FGT — NGC Issue 64 • 95%



2 Star Wars: Rogue Leader — LucasArts • SHT — NGC Issue 62 • 87%



3 Tony Hawk's 3 — Activision • SPT — NGC Issue 64 • 93%



4 Super Monkey Ball — Sega • ETC — NGC Issue 61 • 92%



5 Luigi's Mansion — Nintendo • ACT — NGC Issue 61 • 90%



ULTRA RELEASE LIST

The latest information on every big Gamecube and Game Boy Advance title currently in development – updated monthly.

Game name	Publisher	On	Country
January			
18-Wheeler Pro Trucker	Acclaim	NGC	US
Advance Wars	Nintendo	GBA	UK
Eternal Darkness	Nintendo	NGC	JPN
Hyper Sports Winter 2002	Konami	NGC	JPN
NBA Courtside 2002	Nintendo	NGC	US
February			
Doshin the Giant	Nintendo	NGC	JPN
DK: Coconut Crackers	Nintendo	GBA	US/UK
Eternal Darkness	Nintendo	NGC	US
Golden Sun	Nintendo	GBA	UK
NBA Street	EA Big	NGC	US
Spyro the Dragon	Universal	GBA	US/UK
Super Mario Advance 2	Nintendo	GBA	US/UK
Starfox Adventures	Nintendo	NGC	JPN
Universal Studios	Kemco	NGC	US
March			
007: Agent Under Fire	EA	NGC	US
Animal Leader	Nintendo	NGC	JPN
Batman: Dark Tomorrow	Kemco	NGC	US
BMX Extreme	THQ	NGC	US
Galleon	Interplay	NGC	US
Phantasy Star Online v2	Sega	NGC	JAP
Resident Evil: Biohazard	Capcom	NGC	JPN
Starfox Adventures	Nintendo	NGC	US
Street Fighter Alpha 3	Capcom	GBA	US/UK
SSX Tricky	EA Sports	NGC	UK
Turok Evolution	Acclaim	NGC	US
Virtua Striker 3 v2002	Sega	NGC	JPN
April/Spring			
All-Star Baseball 2002	Acclaim	NGC	UK
Batman Vengeance	Ubi Soft	NGC	UK
Batman: Dark Tomorrow	Kemco	NGC	UK
Crazy Taxi	Acclaim	NGC	UK
Dave Mirra Freestyle BMX 2	Acclaim	NGC	UK
Disney's Tarzan Untamed	Ubi Soft	NGC	UK
Extreme G3	Acclaim	NGC	UK
FIFA 2003	EA Sports	NGC	UK
Luigi's Mansion	Nintendo	NGC	UK
Star Wars: Rogue Leader	LucasArts	NGC	UK
Super Monkey Ball	Sega	NGC	UK
Wave Race: Blue Storm	Nintendo	NGC	UK
Simpsons: Road Rage	EA	NGC	UK
Spy Hunter	Midway	NGC	US
Starfox Adventures	Nintendo	NGC	UK

Game name	Publisher	On	Country
Tony Hawk's Pro Skater 3	Activision	NGC	UK
Turok Evolution	Acclaim	NGC	UK
Universal Studios	Kemco	NGC	UK
Virtua Striker 3 v2002	Sega	NGC	US/UK
Worms Blast	Ubi Soft	NGC	US/UK
May			
Eternal Darkness	Nintendo	NGC	UK
Flippin' Kirby	Nintendo	NGC	JPN
Pikmin	Nintendo	NGC	UK
Soul Calibur 2	Namco	NGC	JPN
Super Smash Bros Melee	Nintendo	NGC	UK
June			
Metroid Prime	Nintendo	NGC	US
Summer			
Gauntlet: Dark Legacy	Midway	NGC	US
Gravity Games BMX	Midway	NGC	US
Red Card Soccer	Midway	NGC	US
Mario Sunshine*	Nintendo	NGC	JPN
Autumn			
Die Hard: Next Generation	Fox Interact.	NGC	ALL
Gold Star Mountain	From	NGC	JPN
Mortal Kombat	Midway	NGC	US
Winter			
Defender	Midway	NGC	US
Legend of Zelda	Nintendo	NGC	JPN
NBA Basketball*	Midway	NGC	US
Perfect Dark Zero	Rare	NGC	US/UK
Rayman Arena	Ubi Soft	NGC	US/UK
Rogue Spear	Ubi Soft	NGC	US/UK
WWF Wrestlemania	THQ	NGC	UK
2003			
007: Agent Under Fire	EA	NGC	UK
Animal Forest +	Nintendo	NGC	US/UK
Animaniacs	Vivendi	NGC	US/UK
Arctic Thunder	Midway	NGC	US/UK
Bear in the Big Blue House	Kemco	NGC	ALL
Bloody Roar Extreme	Activision	NGC	ALL
Bomberman Generations	Hudson	NGC	ALL
Crash Bandicoot	Vivendi	NGC	ALL
Crazy Taxi 2	Sega	NGC	ALL
Creatures	Swing!	NGC	ALL
Crouching Tiger, Hidden Dragon	Vivendi	NGC	ALL

Game name	Publisher	On	Country
Dark Summit	THQ	NGC	UK
Donald Duck: Goin' Quackers	Ubi Soft	NGC	ALL
Galleon	Interplay	NGC	UK
Harry Potter	EA	NGC	ALL
Jeremy McGrath Supercross	Acclaim	NGC	US/UK
Legends of Wrestling	Acclaim	NGC	US
Metroid Prime	Nintendo	NGC	UK
Minority Report	Activision	NGC	US/UK
Phantasy Star Online v2	Sega	NGC	US/UK
Rave: The Groove Adventure	Konami	NGC	ALL
Resident Evil: Biohazard	Capcom	NGC	US/UK
Robocop	Titus	NGC	US/UK
Rune	From	NGC	US/UK
Sgt Cruise	Titus	NGC	ALL
Simpsons: Road Rage	EA	NGC	UK
Sonic Adventure 2	Sega	NGC	US/UK
Spider-Man: The Movie	Activision	NGC	ALL
Tetris Worlds	THQ	GBA	ALL
The Road to El Dorado	Ubi Soft	NGC	ALL
TBA			
Animal Leader	Nintendo	NGC	US/UK
Donkey Kong Racing	Rare	NGC	US/UK
Duke Nukem Forever	Infogrames	NGC	ALL
Flippin' Kirby	Nintendo	NGC	US/UK
Hot Wheels	THQ	NGC	US/UK
Jimmy Neutron: Boy Genius	THQ	NGC	US/UK
Jurassic Park III	Vivendi	NGC	ALL
Kameo: Elements of Power	Rare	NGC	US/UK
Largo Winch	Ubi Soft	NGC	US/UK
Legend of Zelda	Nintendo	NGC	US/UK
Mario Kart for Gamecube*	Nintendo	NGC	ALL
Mario Party 3	Hudson	NGC	ALL
Mario Sunshine*	Nintendo	NGC	US/UK
Marionette	Nintendo	NGC	ALL
Mickey for Gamecube*	Capcom	NGC	ALL
Resident Evil: Zero	Capcom	NGC	ALL
Resident Evil 2	Capcom	NGC	ALL
Resident Evil 3	Capcom	NGC	ALL
Resident Evil: Code Veronica	Capcom	NGC	ALL
Resident Evil 4	Capcom	NGC	ALL
Ridge Racer Next*	Nintendo	NGC	ALL
Pokémon GC*	Nintendo	NGC	JPN
Thornado	Factor 5	NGC	ALL
Superman	Infogrames	NGC	US/UK
Survivor	Infogrames	NGC	US/UK
Too Human	Factor 5	NGC	US/UK

*working title only

cut and send

VOTE!

There's only one way we can keep track of your gaming needs, and that's if you tell us! Just fill out the form and send it in!

And as if you needed any more encouragement, each month we'll be putting all the Information Station slips into a big hat and awarding a spanking new GBA or GC game to the first one drawn. Just tell us which game you'd like.

INFORMATION STATION *Top 5 vote 'n' draw*

My five most played games are:	*My five most wanted games are:*

Name ....

Address ....

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Postcode ....

Game Wanted..............................

Updating you on tomorrow's games

COMING SOON

P20 SOUL CALIBUR 2
Big swords are cool: it's official!



P21 NBA STREET
The council estate scally version of basketball finally gets the next-gen console release it deserves!



P21 BLOODY ROAR EXTREME
Ready? Fight! Or maybe that should be Grah? Graaaahhh!



ALL YOU NEED TO KNOW

FACT BLITZ

1 Brand-new moves for both characters, including hand-to-hand combos and super-realistic, motion-captured animation.

2 Loads of weapons ranging from simple knives and pistols to shotguns and whopping great rocket launchers.

3 Solve puzzles and creep around an enormous mansion in an attempt to uncover the experiments of the sinister Umbrella Corporation.

KILLER Q

? You know, *Resident Evil: Biohazard* looks almost finished. It's gotta be out soon, yes?

Erm, no. It's down for this spring – but Capcom seem to be getting through development at a fair old pace. So far, we've yet to see any evidence of puzzles, speech or the all-important gameplay elements – but we don't doubt Capcom will be bang on time for their Japanese release. As for English-language versions, there's no word as yet, so don't expect to see anything until autumn.

NEW!

It's Jill Valentine! She took her time rendering her kit but she's finally made it. For some reason Capcom took time out to edit a video of her in the mansion bopping away to some hip-hop (read: Jill kicking and punching in empty rooms in time to music) and – surprise, surprise – it's absolute rubbish!

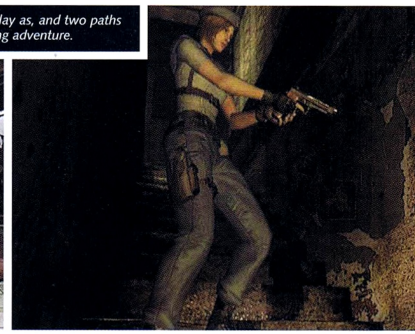
ANTICIPATION RATING

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WHEN'S IT OUT?

US	UK	Japan
TBC	TBC	Spring





Two characters to play as, and two paths through this stunning adventure.

RESIDENT EVIL BIOHAZARD

Another bodycount in the house…

Just like Nintendo with *Smash Bros Melee*, Capcom are adopting a publicity-happy policy with *Resident Evil* – the 'ram as many shots down people's throats as is humanly possible' route. Still, if the game continues to look as gorgeous as this, we'll happily gorge on anything Capcom feed us.

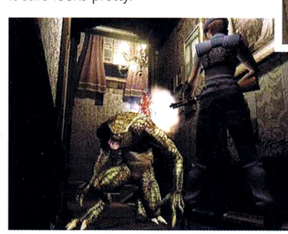
This month's contender for maximum exposure comes in the form of Miss Jill Valentine, kicking and shotgunning her way through some by-now-familiar mansion locations. Along with these new character-based shots are some stomach-churning sequences which involve eardrum-bursting ballistics, rotting flesh, crunching bones and messy decapitation. Mmm!

Yup, Capcom have finally got round to putting the blood and gristle in, and believe us, they're not shy about it. Hell dogs chew at your forearms while you stamp your boot in their faces, zombies gnaw viciously at your pulsating jugular, and the shotgun opens up a whole new world of surgery as you blow limb after limb off your chosen target.

Not that we're ones to condone this kind of senseless, blood-fuelled violence or anything – but boy, oh, boy, it sure looks pretty.

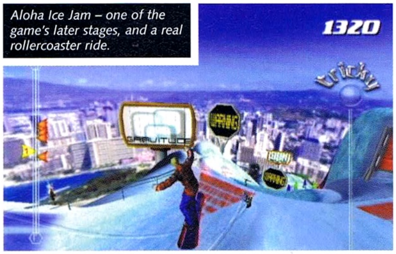


Pump, pump and away! Jill gets to let rip at last.



After months of seeing this beastie rip Chris' head off, it finally gets a taste of hot lead.





Aloha Ice Jam – one of the game's later stages, and a real rollercoaster ride.



Replay an entire race – and save your best moments to a memory card. Nice.



The dodgy animation on the characters' mouths is reminiscent of FIFA.

SSX TRICKY

The snow must go on...



The name's Eddie, and, yes, that is his hair. Lawks.

One of the best games on PS2 at launch was the multi-coloured snowboarding 'racer' *SSX*. Now, after a successful run on Sony's machine, comes the sequel, *SSX Tricky*, and luckily for us it's due out on Gamecube. As we write, there's a copy running in the office, although it arrived a little too late for review – so we decided to give you a sneak peek before the full investigation next month.

In terms of what to expect, picture *1080°* with some ever-so-slightly more complicated courses, a massive dollop of ridiculously unrealistic stuntage, and a wild, funky soundtrack to accompany the action. So if it's realism you're after you can forget it – but if you're looking for a fast-paced, action-packed racer with a daft trick-busting twist then you'll be in your element. Thrown into the mix are a bundle of standard modes, such as two-player racing, time and stunt trials, as well as a host of unlockable courses and, ahem, some 'hip' characters to race as.

From what we've played so far, it's exciting stuff – with some gorgeous, well-designed tracks, fantastic sound and enough depth to the controls to keep us intrigued. We'll have a full review for you next month – in the meantime, let these new shots whet your appetite.



Practically every button on the joypad is used for the hee-uge stunts.



The oddly-named Merqury City offers plenty of tree-colliding opportunities.

ALL YOU NEED TO KNOW

FACT BLITZ

1 Wildly eccentric take on an already sufficiently mental winter sport, featuring futuristic, innovatively designed pistes.

2 Loads of individual riders with oodles of 'personality', and the chance to build your character's stats over the course of the game.

3 Hundreds of tricks to master, as well as all-new signature moves for each and every character.

4 Tight controls with plenty of depth to get used to, and the opportunity to smack rivals into the snow.

NEW!



There's a full 'making of' documentary that outlines how the game came together, along with some smart early footage of the game and random banter from a bearded development team.

RUMOURS

The extensive video footage of in-game characters 'interacting' – seen in the PS2 version – has been removed. It was so atrocious the first time round, we're kinda glad this rumour has turned out to be true.

KILLER Q

? So, this *SSX Tricky* – it's basically *Tony Hawk's Pro Skateboarding* on snow, isn't it?

No. While *Tony Hawk's* is fairly realistic, *SSX* chucks physics out the window in favour of adrenaline-fuelled insanity. The emphasis is primarily on racing, while the stunts are there to help build your speed. The more outlandish tricks you pull, the faster you go and the more likely you are to win. It's more a cross between *Wipeout* and *1080°* – and all the better for it.

ANTICIPATION RATING

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WHEN'S IT OUT?

US	UK	Japan
Now	Launch	TBC

ALL YOU NEED TO KNOW

FACT BLITZ

1 Set in the late 16th Century – before it was decided that tree-sized weapons made things a touch unfair.

2 Proper 3D arenas, and a fighting system combining combos, throws – and, of course, stupidly large weapons.

3 At least 20 fighters, including Cassandra, Tarim, Hon Yun Tsun – all three exclusive to *Soul Calibur 2*.

4 Blinding lighting and breathtaking 'dynamic shadows' illuminate every collision of metal, wood and flesh.

KILLER Q

? It's nice to see a proper fighting game this early on – but is it a *Tekken* beater?

Get with the times, man! *Tekken* is old news – *Soul Calibur* really is the new king of beat-'em-ups. The fighting system is easy to pick up – huge, screen-shuddering moves are easily accessed – yet difficult to master.

NEW!



Namco seem to be putting as many man-hours into the arenas as they are the actual fighting – the detail in some of the backgrounds will fatally distract many a *Soul Calibur 2* player. Feast your peepers on the cherry blossom above – and don't be ashamed if a small tear wells in one of them.

RUMOURS

- Namco might exploit GC's four joypad ports for some kind of tag team mode in *SC2*. We'd be surprised if bonus quests and one-player modes weren't included, too – Namco have given PlayStation owners heaps of exclusive extras in previous versions.
- Sonic the Hedgehog will be appearing as a playable *Soul Calibur 2* character. We're joking.

ANTICIPATION RATING

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WHEN'S IT OUT?

US	UK	Japan
2002	TBA	May





We love it – even if one or two of the characters are a little cross-eyed (see right).

SOUL CALIBUR 2

Namco invite you to come and have a go.



Whack! Looks like a match-winning move to us. That's gotta hurt!



So, the big question is: does the arcade version of *Soul Calibur 2* have Gamecube hardware squirreled away inside its six-foot cabinet? Persistent rumours claim exactly that – so these screenshots could technically be from both Gamecube *and* coin-op versions.

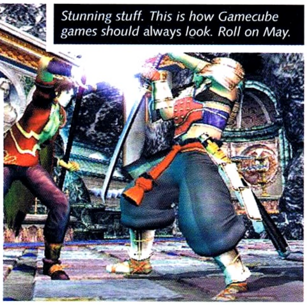
Whatever the case, there's plenty of evidence on this page that Gamecube's innards are more than up to the job of bringing tip-top tussling to your TV. Characters with names as unlikely as Astaroth, Nightmare and Siegfried Schtauffen wave their fists, kick their legs and slash their blades with a slickness liable to give you motion sickness, and special effect after dazzling special effect lends every bout the look of the best fireworks display you've ever oohed and ahhed over.

Talk is that *Soul Calibur 2* on Gamecube may well be sitting in Japanese homes *before* the coin-op interpretation is wheeled into the nation's arcades. Maybe by then we'll know if Namco and Nintendo really have signed some secret deal over arcade hardware – in the meantime, enjoy staring longingly at these luscious shots.

Special effects to make your eyes burn? Yes!



SC2's ladies do like their figure-hugging outfits.



Stunning stuff. This is how Gamecube games should always look. Roll on May.





NBA STREET

Slam-dunk the street punks.

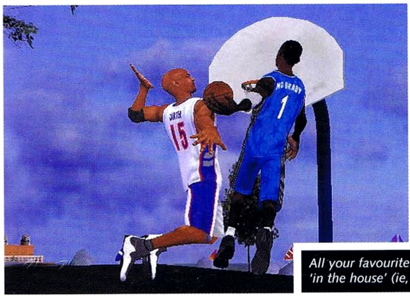
No prizes for guessing what this one's about. It's NBA basketball, and it takes place in 'the street' – this must be what our American friends mean by a 'no-brainer'.

In all honesty, though, a sport as – how can we put it? – *ever so slightly repetitive* as b-ball could do with a fresh twist or two. *NBA Street* promises realistic city streets, dirty tackles, an eardrum-bursting soundtrack from hip-hop collective Ninja Crew, and a roster of maniacally over-the-top moves – based on *SSX Tricky*, of all things. Yep, this is 'extreme basketball', perfectly suited to those who'd rather gouge out eyeballs than watch a real-life match.

EA won't be afraid to bring *NBA Street* to UK gamers – Gamecube's inevitable popularity means all manner of minority sports sims will be gracing European shelves. But we'll be bringing you a review of the finished US version in just a couple of issues' time.



These shots show the game's more conservative moments. Usually, it's chaos.





All your favourite NBA players are 'in the house' (ie, on the street).

ALL YOU NEED TO KNOW

FACT BLITZ

1 Realistically grimy courts based on the streets of cities right across America – from Miami to Philadelphia.

2 Pulling off outrageous stunts and combos allow you to build up a slow-motion 'Gamebreaker' move.

3 In-game commentary from Joe 'The Show' Jackson. No, we don't know who he is, either.

4 One-player quest mode, and 'Hold The Court', where finishing tasks wins extra outfits and skills.

KILLER Q

? *NBA Courtside 2* is just around the corner – is there any point in EA releasing this?

Yes! It's all OTT moves, illegal tackles and 12-rated taunts – not po-faced sportsmanship.

ANTICIPATION RATING

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WHEN'S IT OUT?

US	UK	Japan
March	TBA	TBA

BLOODY ROAR EXTREME



Big animals scrapping – beats Walking With Beasts any day.

When chameleons attack!

Always the bridesmaid, never the bride – that's *Bloody Roar*. With all the *Tekken*s and *Soul Calibur*s of this world hogging the beat-'em-up limelight, this long-running series of fighters rarely gets the attention it so richly deserves.

And, ironically, because Gamecube – in a marked departure from the N64 – is drowning in a sea of beat-'em-ups, this latest version of *Bloody Roar Extreme* could find itself failing to get noticed all over again. Which is a shame, because the fast-paced fighting on offer here – which encourages you to string together punches, kicks and flying kicks, *Street Fighter*-style – is heaps of fun. Plus, the unusual habit the combatants have of transforming into huge animals with an unlikely knowledge of martial arts is a unique and thoroughly enjoyable twist.

Activision have picked up *Bloody Roar Extreme* for distribution in the US – and, hopefully, the UK – this March. More next month.





It won't match Soul Calibur 2 for eye-popping effects, but it still rocks.



ALL YOU NEED TO KNOW

FACT BLITZ

1 A fighting system resembling *Street Fighter* et al – except you can turn into a beast-person mid-battle!

2 At least 15 characters who can morph into different animals. Giant fighting chameleon, anyone?

3 Nine unique arenas, ranging from icy wastelands to neon-lit cities – most littered with destructible scenery.

4 Twelve different modes, including the obligatory multiplayer game for late-night Pringles-'n'-pop-fuelled fun.

NEW!

We've seen our first shot of one of *Bloody Roar*'s beastly forms in action. Yugo is the Ryu of the *Bloody Roar* world – except he can change into a wolf whenever the need arises.

ANTICIPATION RATING

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WHEN'S IT OUT?

US	UK	Japan
March	TBA	Feb



Paranoid isn't the word. After five minutes in here you'll be cacking it.



SPECIAL INVESTIGATION

TUROK EVOLUTION



Fans of sniping will be in their element here.



Some of the locations are superbly atmospheric.

There are some things in life you just can't turn down. The chance to see Barry and Paul Chuckle being horribly mauled in a steaming cesspit by giant, bloodthirsty porkers instantly springs to mind. Still, not even *that* can compare to the opportunity to see the forthcoming sequel to one of the N64's all-time classics – and that's exactly what Acclaim offered us. The chance to sit down with *Turok*'s creative director Dave Dienstbier and see *Turok Evolution* in action on Gamecube.

What you're about to see may be unfinished, but – from what we witnessed in those few short yet oh-so-sweet hours – it's a monster-marvel in the making. Prepare to be amazed…





THE PLOT

It is 1886. Talset and his tribe are fleeing the Old West, under relentless pursuit by hunters led by Tobias Bruckner. In time, Bruckner chases them down and murders all but Talset, prompting a bloody fight between the two leaders.

Minutes later, a freak electrical storm renders both combatants unconscious. Talset awakes to find himself in a strange land – the Lost World. The River Villagers here live in fear of the crazed warlord Tyranus, a reptilian who rules with an iron-fisted 'resist-and-die' policy – but a local priest, Tarkeen, believes Talset is Turok, a warrior who, it is told, will bring peace to the land.

Reluctantly, Talset agrees to help. But can the priest be trusted? And what has become of Tobias Bruckner?



INFO BURST

TUROK EVOLUTION	
DEVELOPER:	Acclaim
PUBLISHER:	Acclaim
HOW MANY PLAYERS:	1-4
RUMBLE FUNCTION:	Yes
ONLINE PLAY:	No
NUMBER OF DISCS:	1
GBA LINK-UP:	No

WHEN'S IT OUT?

US	UK	Japan
Sept	TBA	TBA

ANTICIPATION RATING: ●●●●●



Flying sections have a definite Starfox feel to them, with tight controls.

You'll get to fly these things in multiplayer deathmatches.





The animation on this dinosaur has to be seen to be believed. Scary!



FLY MY PRETTIES, FLY!

The *Turok* team always wanted to have flying sections in the original *Turok* even before the game was finished – but time and hardware constraints meant it wasn't really practical. This time around, though, they've managed to fit in four colossal flying missions, ranging from high-speed canyon runs to cheek-wobbling vertical cliff dives and assaults on heavily guarded installations.

Saddled up on a giant quetzalcoatlus, Turok is armed with a complement of machine guns and rockets as he swoops around temples, weaves through a brontosaurus' legs, and guns down ground and air-based threats. Awesome.



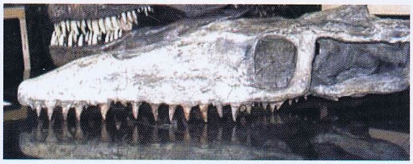
Using your mounted guns, you can shoot these beasties down. Nicely.

GRAND DAY OUT

Turok supremo David Dienstbier demonstrated Evolution in a room filled with dinosaur memorabilia. Witness...









Think he looks big now? Wait 'til you're standing between his tree-sized legs!



BIG IS BEAUTIFUL

If you thought some of the levels and dino-bosses in the original were huge, then you ain't seen nothing yet – the environments this time round make *Evolution*'s predecessors look like a visit to the garden centre. Not only is the world larger, but the some of the dinosaurs who roam around it are stupidly massive. In one instance, we were treated to the sight of a gigantic lumbering beast in motion – with every step the brachiosaurus took, the flesh quivered under the weight of its building-sized legs hitting the ground. And when you consider this isn't even the *biggest* dinosaur in the game, you begin to realise just how huge this thing is.









More often than not, you won't see these until they're chewing on your face.

STEALTHIN' AND SNIPIN'

One of the most important elements in *Turok Evolution* is the way you can manipulate the environments around you. The developers have taken great pains to ensure the levels were as organic as possible – what this means is that everything around you can move and react to any activity that takes place within a particular space.

By creeping through bushes, players can keep themselves hidden from any enemies who roam the level – but on the other hand, any sudden movements are likely to give away your position by causing leaves to sway and rustle. This can also be used to a player's advantage. If you concentrate on the surrounding area, you may notice birds being disturbed by nearby raptors, or bushes being forced aside by hiding enemies. Whipping out your sniper scope to take a closer look can often reveal threats you wouldn't otherwise have noticed.



Many of the weapons will have easily-accessed multiple uses.











STAY ON THE DARK SIDE

The *Turok Evolution* team are certainly eager to keep you on your toes. While you can approach the game's various scenarios any way you want, it's a good rule of thumb to refrain from wading in spraying precious ammo all over the shop. In most areas there are plenty of places to hide and lots of sneaking opportunities for those who want to keep things more polite. Making inventive use of shadows to creep up on enemies will be integral to this kind of strategy – as well as employing some of your more silent weaponry, such as the club and the bow.

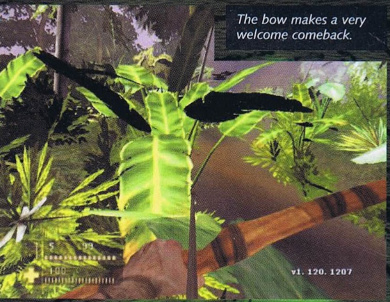




Being aware of the benefits and shortcomings of your environment is important.



The standard pistol will also be upgradeable.



The bow makes a very welcome comeback.



Like many of the textures, the water is yet to be fully realised.



The club can be flipped over for multiple uses. Very handy.

THREE-WAY WEAPONRY

Although tight-lipped about the specifics as far as weapons were concerned, David gave us some hints about how some would work. In order to move away from the often fiddly nature of the selection wheel, many weapons are now upgradeable, giving them up to three different functions. The pistol now doubles as a sniper rifle, the club has two functions – a sharp edge and a spiky edge – while the bow can fire a number of projectiles, from favourites such as Tech Arrows, to nasty poison-tipped ones. David also told us to expect some smart surprises on the heavy weaponry front...

CONCEPT ALBUM

We secreted a wealth of top-secret Turok Evolution concept art out of Acclaim HQ. Have a gander...











Acclaim haven't lost their touch when it comes to architecture.

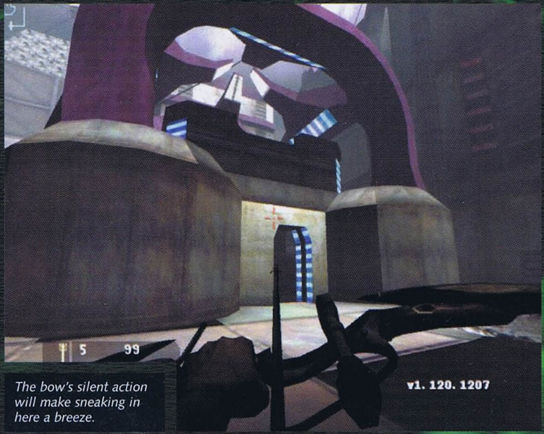




HALLS OF DOOM

The silent corridors pictured above will blossom into fierce battlegrounds in the final version – but even left as they are, the edgy atmosphere is inescapable. Critical areas will need to be fought for with great care – a pistol probably won't be enough to deal with the troops that will lurk here, so you'll have to lure them away with a spider bomb (see the Q&A).





The bow's silent action will make sneaking in here a breeze.

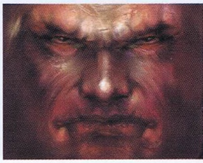
FIGHT FOR THE FUTURE



While *Turok Evolution* is certainly harking back to the original, jungle fever of the original, David and his team want the scenarios you encounter to be as diverse as possible, which often means penetrating the enemy in a number of urban locations. As you can see, some of the levels have yet to be fully textured and lit – but they give you a good indication of what to expect, with the architectural styling of the urban areas in the Lost World being reminiscent of Turok's early adventures. Even at this early stage, *Evolution* moves superbly, and David assures us that the consistency of frame-rate will remain.







Moving through foliage will now slow you down the deeper you get.



The AI will be vastly improved, with many foes attacking in groups.





The prospect of an all-new, next-generation *Turok* adventure is likely to drive Nintendo loyalists into an uncontrollable frenzy, and for good reason. The day *Turok: Dinosaur Hunter* was released was the day that N64 owners across the country could sit their PC-playing mates in front of a console and confidently flash the smuggest 'beat *that*' grin possible. Now, with over five years of hardcore *Turok* experience under their collective belts, David Dienstbier and his immensely talented development team are not only going to do it all over again, they're doing it bigger, bolder and better.

For fans of the original game, the best news has yet to come. David and his team have decided to take *Turok Evolution* back to its roots, to rekindle what it was that made gamers everywhere fall in love with the series. Jungles, huge bosses, insane weapons, super-slick animation, ground-breaking visuals, smooth, seamless gameplay and the vast, detailed, believable worlds of the original are the priority here. This they've done – and they've done it with style.

The first taster we get of *Evolution* in action is heart-warmingly familiar. Gone are the gritty sci-fi undertones of the third instalment, and in their place is a return to the luscious vegetation of the original. Looking through the eyes of a club-wielding Talset, you're standing on a wooden platform facing two giant stone towers glowing under torchlight. A few paces forward and the jungle looms ahead, stretching far into the distance. Birds soar above, insects crawl underfoot, ostrich-like dinos dash into the thick undergrowth, and amid all the stunning scenery, one thing becomes strikingly apparent – even at this early stage in development, the surrounding environment is positively *alive* with prehistoric activity.

Gone are the sci-fi undertones of the third *Turok* – in their place is the luscious vegetation of old.

Still, there's no time for gawping, as we're swiftly guided through the level on a tour of David's favourite hot-spots. Clearly excited by his team's

MEET THE TEAM

Wondering who to thank for all this glorious Gamecube goodness? Say hello to the Turok team...





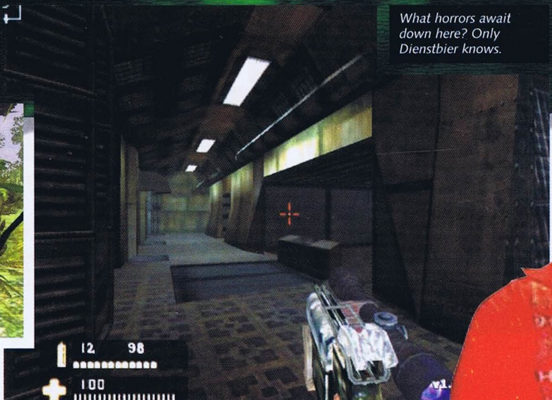
handiwork, he takes us through a smorgasbord of visual treats – most notably, the Spielberg-shaming dinosaurs themselves. Sufficiently pacified for the purposes of the demonstration, we get a close-up view of these beautiful beasts in motion. Not only are their movements amazingly fluid, but the sheer level of detail lavished on each model is remarkable. Using a technique known as 'soft skinning', the raptors, triceratops and brontosaurus can not only be seen to breathe, but the skin stretches and relaxes over their bone structure with each and every graceful movement – a technique which becomes even more apparent on the utterly fantastic flying sections, as your winged quetzalcoatlus swoops and beats its wings against the buffeting winds.

There's no denying that this looks the absolute business (the sheer scale of the thing is enough to make you feel dizzy), but it's the amount of thought and effort that's gone into every facet of the gameplay that's even more intriguing. Rather than just blasting your way through, you're now expected to really *think* about how you approach situations. The enemy, for example, is no longer prone to charge the moment they spot you. Instead, expect them to attack in carefully co-ordinated groups as they attempt to blind-side you, sneak up from the rear or, in some instances, lead you into traps and ambushes.

We could go on forever about every minute detail we witnessed in *Turok Evolution* – testament, perhaps, to how accomplished it all is even at this early stage – and with another seven or so months before it nears completion, the mind boggles as to just how rich and dynamic an experience it will finally be. We can't wait. NGC



The forest is constantly swaying in the wind. Lovely.



What horrors await down here? Only Dienstbier knows.

Q&A WITH DINO DAVE

After kindly chaperoning us through his latest project, we chatted to David Dienstbier – Creative Director for *Turok Evolution* – about the decision to take a step back to *Turok*'s glory days.

Q Why have you decided to take *Turok* back to it's roots?

A *We felt the series was suffering an identity crisis, and we wanted to explain the Turok lineage – to help gamers understand who Turok was and why he was doing what he was doing. But more importantly, we wanted to get him back to the jungle.*

Q So we can expect something a lot more like the original game, then?

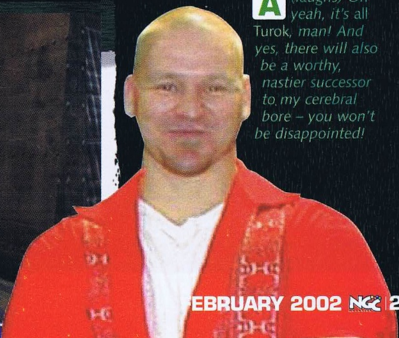
A *Absolutely. I've been playing the original extensively over the past year or so. One of the things I loved about the first game was the giant bosses – which still look impressive even today. This is one example of something we're going back to – so you can expect some seriously massive enemies this time round.*

Q *Turok* will always be remembered for its insanely innovative weapons. What have you got lined up for us this time?

A *Well, I can't really give away too many secrets, but, yeah, weapons are always something we spend a lot of time getting right. One example is a remote mechanical spider. Players can place it on the ground and get a spider's-eye view as they crawl over to enemies. This can then be detonated as a bomb, used to discharge poisonous gas to clear rooms, or employed as a lure to lead guards away from critical areas.*

Q What about all the blood and gore? Is this a tradition that's going to continue?

A *(laughs) Oh yeah, it's all Turok, man! And yes, there will also be a worthy, nastier successor to my cerebral bore – you won't be disappointed!*



NGC ARENA

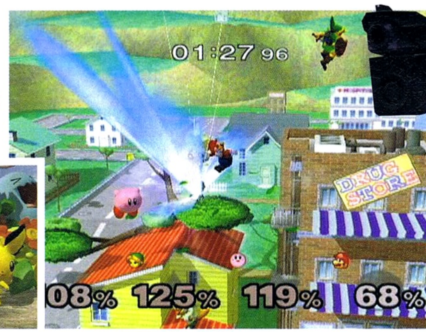
HOW NGC SCORES A GAME

NGC has one of the toughest scoring systems around. We won't award our Star Game accolade until we're sure you're getting your money's worth.

85 and above	84–70	69–50	49–20	19–0
Only after playing a game to the end will we consider awarding it our Star Game seal.	If we award a game more than 70 you can be certain it's fantastic, if flawed, fun.	Every so often a game comes along that's perfectly playable, but just not special in any way.	Here you'll find games that were lazily programmed or hurriedly cobbled together – or simply bad ideas.	The disaster zone. There have been a couple and we've not shied away from giving them a firm kicking.

SUPER SMASH BROS MELEE

Your fave Ninty stars beat seven bells out of each other in GC's most anticipated beat-'em-up!









GO TO PAGE 32



TONY HAWK'S PRO SKATER 3





He's old enough to be your dad, but he just won't stop 'grinding'.

GO TO PAGE 38

TEAM GC

This month: the team ponder how to end smug Alan's 37-win run on *Smash Bros*...

IF YOU'RE IN A HURRY

We've tried to provide the most comprehensive reviews around, but if you're in a real hurry, or just can't be bothered to read the full review, you can always just use our Verdict box!

PLUSSES AND MINUSES These tell you the good and bad bits about the game, breaking them down into easy-to-spot pluses and minuses.

IF YOU LIKE THIS... There are hundreds and hundreds of games out there – some of which will be similar to the one we're reviewing. This bit helps you seek out another title of the same type. 'If you liked *GoldenEye*, you might also like *Turok 2* or *Quake*'. See?

VISUALS What does the game do with Gamecube's blistering graphical power?

SOUNDS How good are the game's sound effects and music?

MASTERY How well does the game make use of the Gamecube and its incredible hardware?

LIFESPAN Will the game last you for months or a matter of hours?

VERDICT An overall opinion of just how good the game actually is. Plus, of course, a score.

PLUSSES & MINUSES

+ • Cool stuff

– • Not so cool stuff

IF YOU LIKE THIS...

Pokémon Stadium NGC/41, 90% Actually, don't bother if you've got the new one...

9 VISUALS

7 MASTERY

8 SOUNDS

6 LIFESPAN

VERDICT



MARK GREEN Self-styled 'hardcore gamer' Greener simply stared at Alan, apparently too traumatized to speak. Tim brought him out of his daze by punching him hard in the kumquats.

DAN GEARY "No fair!" bawled Dan. "Me wanna win!" He's pictured here forty minutes and twenty-one seconds into a world record-breaking sulk.

TIM WEAVER The evil stare in place, Tim manoeuvred into position for his diabolical revenge. Which is? "Basically, I'm going to tip Alan off the sofa."

JUD WEBB Closing his eyes, Jud muttered the words that would summon the ancient Gods of Mumm-ra to curse Alan for time eternal. Or has he just nodded off?

GERAINT EVANS "Alan might be the beat-'em-up master," chuckled Geraint, "But as far as knocking out the laydeez is concerned, I'm undisputed world champion!" Cretin.

ALAN MADDRELL "No mortal shall ever defeat me!" roared Maddrell. "Little do they realise the secret of my powers lies in my unique combination of socks and sandals."

PAUL EDWARDS "You'll soon feel as deflated as that space hopper on your T-shirt, Alan!" sniggered Paul. What, not deflated at all? "Er... I've messed up."

FIFA 2002

Yet another *FIFA* – but is it enough to relieve *ISS* of its bag-kicking sim crown?



GO TO PAGE 42

BATMAN VENGEANCE

The Caped Crusader returns to pummel goons and rescue damsels. Whadda bloke.

GO TO PAGE 48



NHL HITZ 20-02

At last! An ice-hockey game where bone-shattering violence is actually *encouraged*.

GO TO PAGE 44



TARZAN UNTAMED

Ubi Soft bring us Gamecube's first half-naked tree-surfing sim. Sounds great!

GO TO PAGE 45



DAVE MIRRA FREESTYLE BMX 2

Is this extreme biking sim the ride of your life – or will you be sorry it 'spoke'?

GO TO PAGE 46



MADDEN 2002

At least the 715th update of the world's greatest American footie franchise.

GO TO PAGE 50



Super Smash Bros Melee is only available in the US and Japan. If you want to get hold of a copy, ring CA Games on 0141 334 3901



IT'S-A ME! *The bulging character list reads like a Who's Who of Nintendo gaming greats. And Kirby.*

MOVES *Unique to each character, easily accessed on the GC's pad of joy, and always accompanied by special effects that really are rather special.*

NGC STAR GAME

DREAM ARENAS *The stadium designs are borrowed from N64, SNES and NES game levels – but given a gratifying Gamecube-style gleam.*

PLAYERS *Up to four players on screen, and the game speed never dips below illegally fast. More than four friends? The tournament mode allows up to 64 players to join in. Erk!*



DAMAGE *Nintendo's take on the traditional beat-'em-up power bar. A Smash Brother with over 100 per cent damage risks being rudely flung out of the arena by his opponents.*





INFO BURST

SUPER SMASH BROS MELEE

DEVELOPER:	Nintendo
PUBLISHER:	Nintendo
PLAYERS:	1-64 (!)
MEM CARD PAGES:	19
RUMBLE FUNCTION:	Yes
GBA LINK-UP:	No
DISCS:	1
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
Now	Spring	Now

COST:$50

SUPER SMASH BROS MELEE

A welcome comeback for the brothers in arms.

OUT 4 THE COUNT

Three steps to heaven? Nope – four steps to sending your *Smash Bros* opponent straight to hell.



WEAKEN *The stronger an opponent, the more aggressive they'll be. So start with a few simple kicks and punches to wear down their morale.*



ATTACK *As they weaken, you can let rip with your more, er, 'expressive' moves. Such as Mario's truly irritating big-fist-up-the-jacksie, or Fox's somersault kick.*



POSITION *With your opponent's damage meter at 100 per cent plus, they're ripe for the smashing. Guide the battle to the very edge of the arena…*



SMASH! *…then lash out with one of your super-powerful Smash Moves, usually found by flicking the stick and jabbing A. And away they go!*



This move is one of the reasons why we love Fox McCloud.



Mama! We're don't remember Zelda looking this good in Ocarina of Time.



Announced barely seven months ago, Super Smash Bros Melee *is the follow-up to the N64's superb* Super Smash Bros*, the first beat-'em-up to star Nintendo characters. Are developers HAL happy to rest on their laurels, or is this frenetic fighter as smashing as the last?*

Nintendo enjoy nothing better than proving doomsayers wrong. When the curtains were raised on the original *Super Smash Bros* back in 1998, long-time Mario fans trembled at the prospect of their beloved heroes kicking each other in the face in the name of 'entertainment'. And then the game itself arrived – an inevitable work of colourful genius – and the cynics were left to wipe away the face-egg.

Fast forward three years to today, and the Nintendo all-stars are back, eyes glaring and fists clenched ready for another million-and-one bouts of chaotic combat. And though the game's central concept is entirely unchanged, *Super Smash Bros Melee* is ten times the game its daddy was. By a long, long way, this is Gamecube's fastest, best-looking, most enjoyable game yet. Believe it!

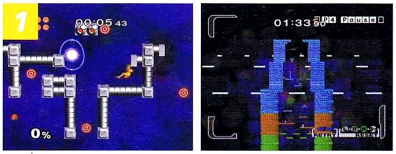
If you missed the original N64 *Smash Bros* – wildly different to the stuck-in-its-ways beat-'em-up format of *Street Fighter* and co. – it's easy to pick up. Up to four fighters are plonked in an arena, with a duty to pummel each other until their brains fall out. But this is a Nintendo game, so fighters never faint or die – they just accumulate damage points until they're weak enough to be hurled out of the arena entirely by one of their 'friends', then magically reappear for another go. And so it goes until the clock hits zero, and the KOs are counted up to work out who won.

Thing is, just like any player who strays too close to the sheer drops at the arena edges, *Smash Bros'* central concept always seems to be teetering on the edge of failure. The camera's forced to swing wildly in and out to keep everyone on screen; the flurry of action makes seeing what's going on a real nightmare; and the limited number of moves pales

WORLD OF SMASH

At last! A Nintendo-developed Gamecube game that's rightfully spilling over with options. Here's just a taste…

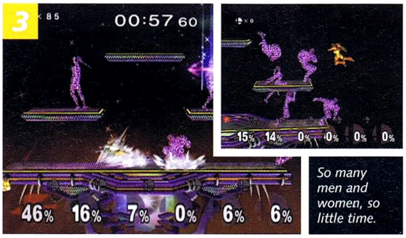




1 TARGET TEST The welcome return of an old friend from Smash Bros 1. Each character's entire repertoire of moves is needed to shatter all ten targets – and avoid toppling towards an early bath.

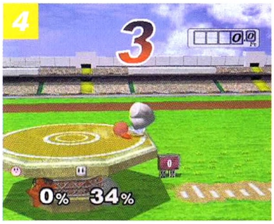


2 CLASSIC Another hangover from the N64 days. Eleven stages of all-out scrapping, timed races, trophy collecting and a climactic battle against a cackling white glove. Cracking.



So many men and women, so little time.

3 100-MAN MELEE Does exactly what it says on the tin. Sinister wireframe guys and girls arrive, five at a time, and beckon you to punch their faces in. We've only managed to do in 70-odd so far.



4 HOME RUN Simple, but oh-so-addictive. Give the sandbag a couple of playful punches to soften him up, then grab the nearby bat and whack the thing into next week. Our best distance is 1158.8ft using Dr Mario.

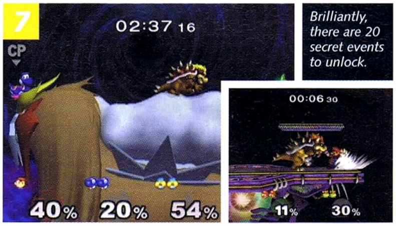


5 ADVENTURE One for the solitary Smash Bros player, this takes you on a looong journey through every character's territory. The classic Super Mario Bros level and the Zelda-based underground maze are standouts.



Tops with two players, confusing with more.

6 COIN BATTLE A frenetic alternative to the standard timed fights for up to four players. Fighters spit out money every time they take damage – the pugilist who pockets most cash by the bell wins the game.

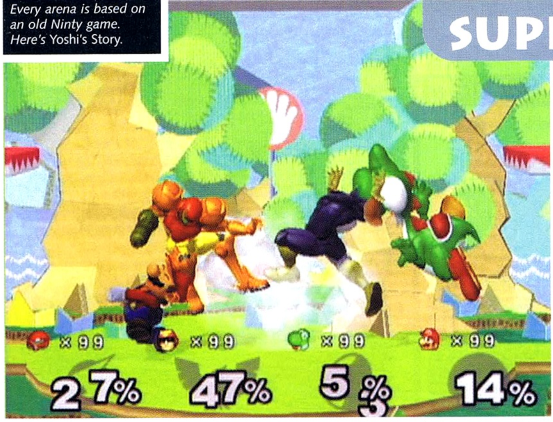


Brilliantly, there are 20 secret events to unlock.

7 EVENT Another solo speciality. Thirty one-off fights, each with a unique characteristic, be it a giant Yoshi, a Pokémon-shaped arena, or – hilariously – 50 teensy-tiny Marios who shout 'Yeehaa!' in squeaky voices.



8 GALLERY Just like in the original Smash Bros, you can pause the game and spin the camera around the frozen characters – but now, you can also use this special mode to take and store action snaps. A nice touch.

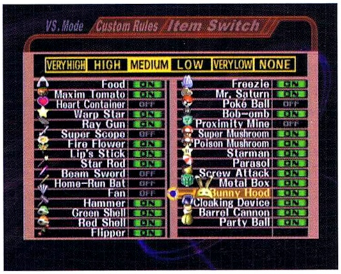


Every arena is based on an old Ninty game. Here's Yoshi's Story.

OBJECTS OF DESIRE







'Organised chaos' sums up *Smash Bros* battles quite nicely. This is largely because of the scores of items that fall out of the sky mid-battle, from the usual (guns, bombs and health power-ups), to the eyebrow-raising (mushrooms that double your size and Kirby stars that bring you crashing to earth in a fiery blaze of opponent-scuppering glory). And if you like your scraps a tad more predictable, you can alter the rate at which each power-up pops into view – or turn them off altogether – on the Item Switch screen.



RECORD BREAKERS

Early on in the game, you'll discover that Smash Bros *allows you to enter your name prior to battle. It's not just for show – press X or Y on the Vs Records screen and the game will spew out screen upon screen of personal battle statistics, including matches played, KOs achieved, total distance walked and loads more. And all this data is stored for up to 30 players. HAL really have thought of everything. Yep.*


We're in love. The facial animation is second to none.





Mario and friends never looked so good, eh?


From the spectacular FMV intro. Pika-pika!

the face of 'real' fighting games – it just *shouldn't work*.

My eyes! My eyes!

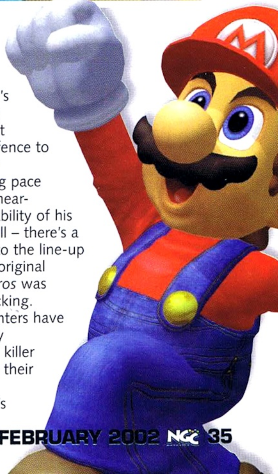
But, somehow, it does. And brilliantly so. Casual observers, staring at *Smash Bros Melee* over someone's shoulder, invariably moan that it all looks 'too confusing'. But thrust a joypad into their hands, and though their eyes might be bulging out of their sockets in an effort to keep up with everything that's happening on-screen, and their fingers might be screaming in pain as they hammer at the buttons like engine pistons, they're likely to come away with the niggling feeling that this might just be the best fighting game they've ever played.

Why? Because it's sheer, undiluted, capillary-popping mayhem. During every second of every fight – and on the default setting, battles last just 120 seconds – you'll be treated to a giddying mix of punches, kicks, legsweeps, sword swipes, somersaults, gunshots, explosions, moving platforms, shifting scenery, and more. Moves are exchanged in the blink of an eye; items can be picked up, used, then thrown away in an instant; you can escape an attack and be taunting your foe from over the other side of the arena before anyone's realised what's happening… fights aren't totally out of control, but they *feel* as if they are, and the feeling of exhilaration you get from a two-minute *Smash Bros Melee* fight is hard to match.

It wouldn't be the same, of course, if it wasn't for Mario and his merry band of Nintendo cohorts. If *Smash Bros* had starred Nameless Spiky-Haired Japanese Guy 17 or Yet-Another-Generously-Busted-Lady-Fighter, this would just be a great game, not a superb one. But having Nintendo's biggest names beating each other to a non-bloody pulp gives *Smash Bros* a character, and characters, all its own.

Mario triple-jumps and chucks fireballs; Yoshi sucks up opponents with his tongue and bleats just like he did in *Yoshi's Story*; Link whips out bombs, boomerangs, the hookshot and just about every other weapon from *Zelda: Ocarina of Time* – every character is so instantly recognisable, and almost bursting out of the screen courtesy of Nintendo's impeccable character design, that you'll *become* your chosen fighter. You'll forget your friends' names – it's all "Come here, Yoshi" and "Have that, McCloud" – and once you've broken in your favourite Smash Brother, woe betide anyone who thinks they can choose them, too…

Although the characters couldn't be more different – compare Fox McCloud's terrifying speed but weak defence to Bowser's lumbering pace and the near-invulnerability of his spiky shell – there's a balance to the line-up that the original *Smash Bros* was sorely lacking. Most fighters have a stupidly powerful killer move up their sleeve (Pikachu's





RACE FOR THE PRIZE

At the end of every battle – solo or versus – each player is handed a big bundle of points-based awards. There are quite literally hundreds of these – you'll see awards for running a lot, awards for avoiding attacks entirely, awards for not using your shield, awards for completing solo levels at super-speed, and even awards for how often you landed face up or face down after being smacked in the mouth. Fun, and very funny, too. Although you'll soon get sick of waiting for your opponents to finish scrolling through their hefty award lists.

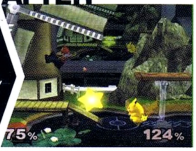
WHEN ARENAS ATTACK!

Like children who've eaten too much Christmas choccy, *Super Smash Bros Melee* arenas just won't sit still…

BEFORE / **AFTER**



During a scrap inside Pokémon Stadium, the whole arena morphs into a new shape, based on fire, water or grass. Lawks!





Metroid's Planet Brinstar is one of the secret arenas. The scaly fella at the back has a penchant for rotating the whole platform around.





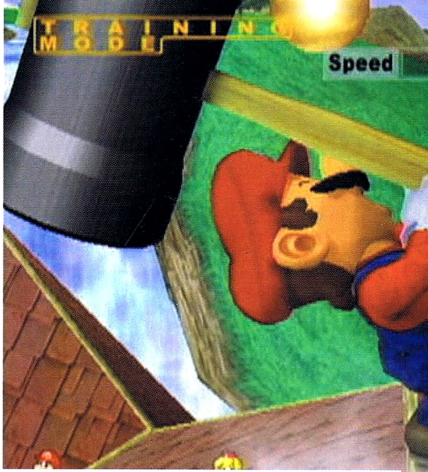
Magnificent – the Great Bay from Majora's Mask in all its sun-kissed glory. The giant turtle doesn't stick around for the whole match…

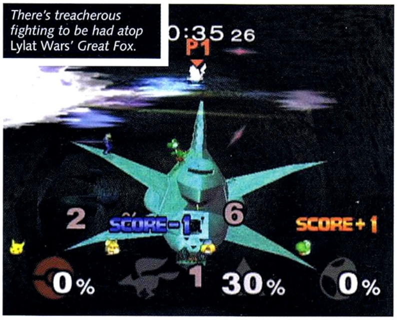




Rainbow Ride is just that – the winged boat falls from the sky, leaving you to fight it out over six screens of mid-air platforms.







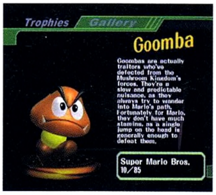
There's treacherous fighting to be had atop Lylat Wars' Great Fox.

GONG!

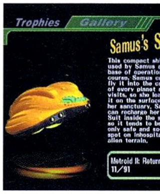
Over 200 trophies can be found or won via *Super Smash Bros Melee*'s slot machine. Here's a small selection…

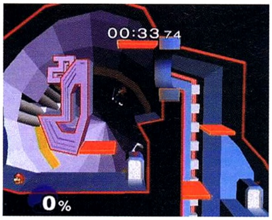




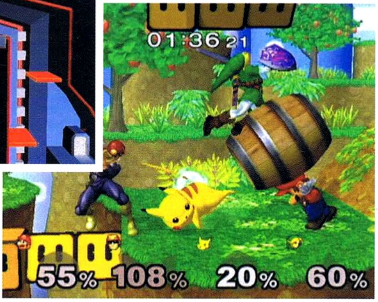


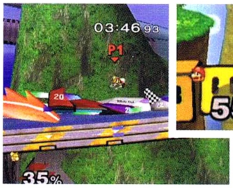






The 'race to the finish' level, on the left, is much better than Smash Bros 64's.





On the left is the one-player adventure mode's F-Zero stage – one of SSBM's weaker levels.

vertical lightning bolt is teeth-gnashingly effective), but, with practice, the 20-odd other characters can avoid it, shield themselves against it, or even throw it straight back in the fighter's face.

Trigger happy

In fact, *Smash Bros* moves are thoroughly well-rounded for what clueless onlookers will dismiss as a kid's fighting game. The A and B buttons access the most frequently-used fist-flings and leg-swings, but the triggers sitting on the joypad's shoulders are a gateway to a gratifying world of rolls, feints and throws. These make battles a much more subtle game of ducking and diving, attacking and retreating, and stringing moves together to juggle opponents in the air. Fights among experienced Smash Brothers have an almost choreographed quality as the combatants weave their way around the arena and each other, looking for a window of opportunity to deliver a truly teeth-shattering blow.

Gaming this good means simple two-minute fights among friends will last you well into 2002 and beyond. Rarely has a multiplayer game had us stabbing at the Start button so enthusiastically every go, and the speed, excitement and unpredictability inherent in every round gives even *GoldenEye* and *Mario Kart* a run for their money.

But HAL aren't content to rest there. With the rock-solid foundation of flawless fighting in place, they've piled on feature upon feature, and crammed the game's diddy disc so full of extra modes and ideas we're surprised it isn't three inches thick. You can battle against CPU fighters with nine levels of difficulty; embark on a 20-level adventure through classic Nintendo scenery; fight 100



The mallet's a superb weapon – but the top tends to fall off.



When Pokémon emerge from Pokéball pick-ups, expect fireworks.



SPECIAL MELEE

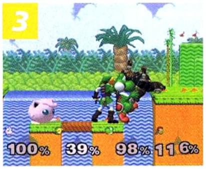
Quietly tucked away in the multiplayer menu is an option entitled Special Melee – home to *ten* variations on the typical versus game.



INVISIBLE *Yep, invisible players. Ker-rayzeeee! Thing is, the big arrows pointing to each player's head are often a bit of a giveaway…*



FIXED CAMERA *Certainly gives you a breathtaking view of the arenas, but battling with characters the size of pinheads isn't all that easy.*



GIANT MELEE *Fighting with super-sized Smash Brothers makes toppling off the arena edge a temple-throbbingly frequent occurence.*

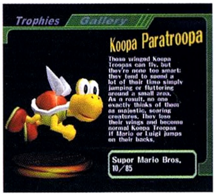


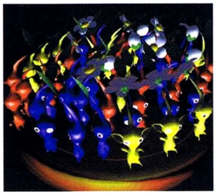
SUDDEN DEATH *Everyone kicks off the match with a whopping 300 per cent damage, so it's one-hit kills all round. We call it madness.*



STAMINA *Damage meters decrease rather than increase with every hit – once you're down to zero per cent, you're out of the game. Tops.*









holographic humans; build a gallery of in-game images; find out which character has run the furthest or inflicted the most damage, and loads, loads more. And every aspect of every mode – the difficulty, the time limit, the handicaps, the item appearances – can be tweaked and tinkered with at will.

Eat my dust

So, where you might have left the original *Smash Bros* to gather dust after a couple of months, *Super Smash Bros Melee* will be practically glued into your Gamecube's disc slot. It instils that same sense of discovery that's there in all Nintendo's best games – you won't rest until you've unlocked every character, opened every arena and collected every trophy, and even then you'll be drawn back to perfect your times and scores in the game's many minigames.

We've just got room to mention how stunningly detailed the characters are, how each one is animated with a thousand remarkable tiny details, and how quickly and smoothly they bound around the arenas, each based on classic N64, SNES and NES games but decorated in visuals that make real life look dull. And special mention must go to *Smash Bros*' music – ear-bleedingly brilliant orchestral arrangements of the Nintendo tunes you've had bouncing around your head since the '80s.

But even after six pages, we can't hope to even scratch the surface of what *Super Smash Bros Melee* has to offer. The game's stats screen tells us that we've already racked up over 150 hours of play – and yet every time we switch the game on, we feel the same excited shudder in our stomachs that was there when we first ripped the plastic wrapping off the package. Because there's so much more to discover, to experiment with, to learn and to perfect. As the first Gamecube game to *really* exude that special Nintendo magic, *Super Smash Bros Melee* is an absolute must.

MARK GREEN



SUPER SMASH BROS MELEE

+

- The best multiplayer this side of *Perfect Dark* or *Mario Kart*.
- Hilarious, super-fast fighting – the perfect antidote to 20 years of samey beat-'em-ups.

–

- The frenetic pace and whirling camera can make things confusing.
- The characters *are* balanced, but not in a way that'll satisfy hardcore fighting fans.

IF YOU LIKE THIS...

Super Smash Bros
Nintendo
NGC/36 90%
But why, when you've got *Smash Bros Melee*?



10 VISUALS
Stunning to look at – it's the detailed animation that takes this into the realms of perfection.

10 SOUNDS
The orchestral arrangements of classic Nintendo tunes have to be heard to be believed.

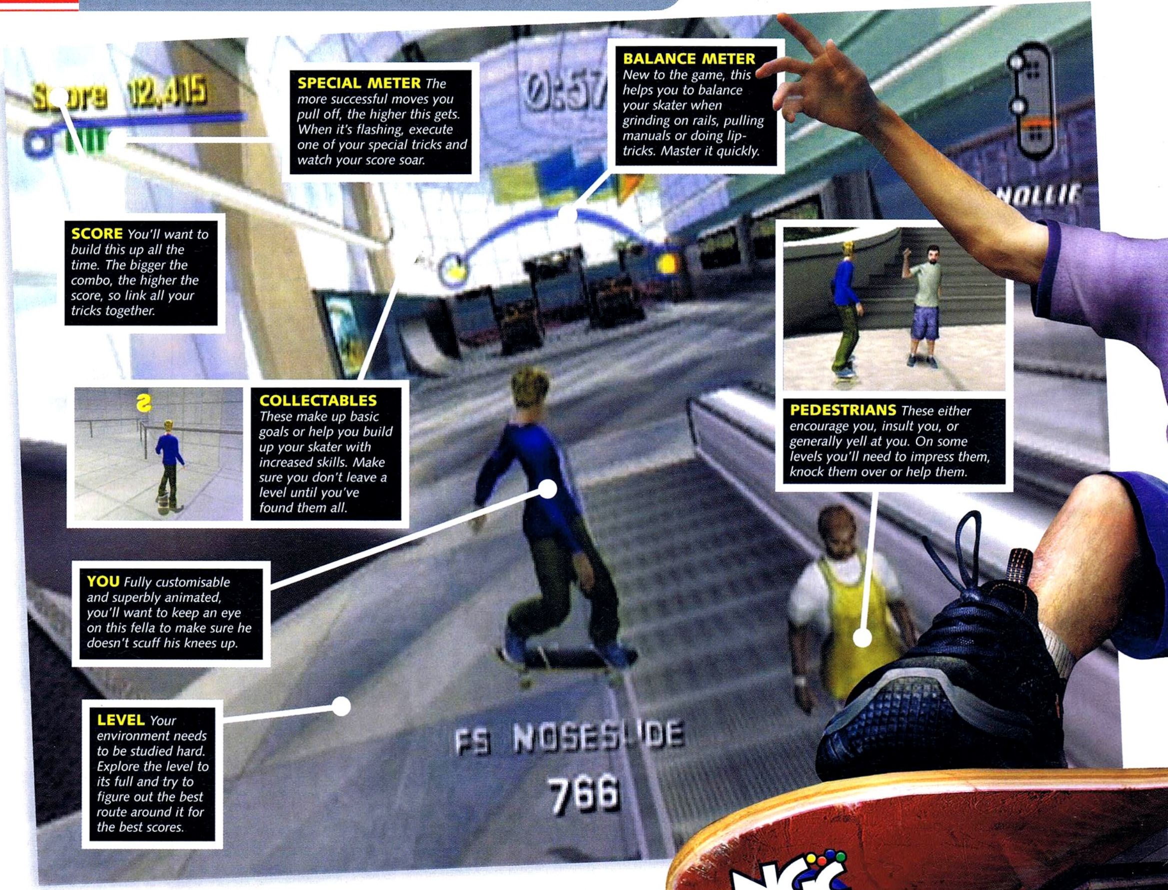
9 MASTERY
Rogue Leader sucked that little bit more out of Gamecube, but *Smash Bros* is still hard to fault.

10 LIFESPAN
The multiplayer's a given – but it's the wealth of solo surprises that really adds longevity.

VERDICT
Gamecube's best game. A joyous, endlessly exciting celebration of all things Nintendo.

95

Tony Hawk's 3 is only available in the US. To get hold of a copy, ring CA Games on 0141 334 3901.



SPECIAL METER *The more successful moves you pull off, the higher this gets. When it's flashing, execute one of your special tricks and watch your score soar.*

BALANCE METER *New to the game, this helps you to balance your skater when grinding on rails, pulling manuals or doing lip-tricks. Master it quickly.*

SCORE *You'll want to build this up all the time. The bigger the combo, the higher the score, so link all your tricks together.*

COLLECTABLES *These make up basic goals or help you build up your skater with increased skills. Make sure you don't leave a level until you've found them all.*

PEDESTRIANS *These either encourage you, insult you, or generally yell at you. On some levels you'll need to impress them, knock them over or help them.*

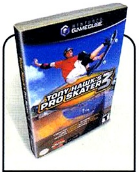
YOU *Fully customisable and superbly animated, you'll want to keep an eye on this fella to make sure he doesn't scuff his knees up.*

LEVEL *Your environment needs to be studied hard. Explore the level to its full and try to figure out the best route around it for the best scores.*

TONY HAWK'S PRO SKATER 3

The skateboarding OAP just keeps on 'trucking'...

NGC STAR GAME



INFO BURST

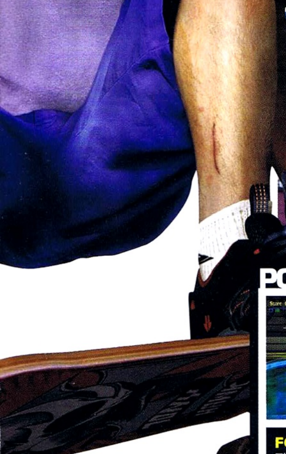
TONY HAWK'S 3

DEVELOPER:	Neversoft
PUBLISHER:	Activision
PLAYERS:	1-2
MEM CARD PAGES:	8
RUMBLE FUNCTION:	Yes
GBA LINK-UP:	No
DISCS:	1
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
Now	Launch	TBA

COST: $50





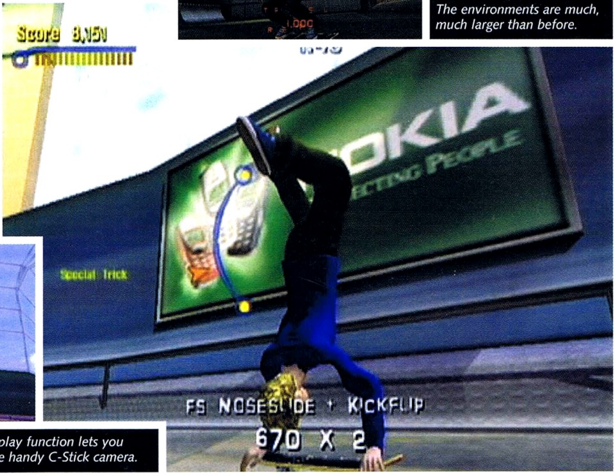
The first foundry level is a great place to rack up some monster scores.

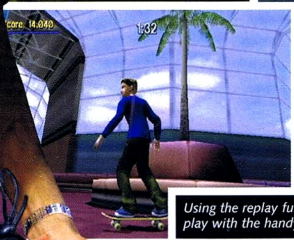
Product placement is becoming more and more rampant these days.





The environments are much, much larger than before.





Using the replay function lets you play with the handy C-Stick camera.

POWER TO THE PEOPLE











FOUNDRY MEN
These guys work in the first level. 'Help them out' by unjamming their switches, knocking down buckets of molten steel and smacking them into pools of water with heavy winches. This is what gaming was invented for.

RIVAL SKATERS
Lining the outskirts of the Canada level are a bunch of skaters that are all too quick to badmouth your superior grinding skills. Shut their stupid faces up by skating up to them and pulling off some killer moves.

SCARY MAN
This sleepy suburban cul-de-sac holds a dark and sinister secret. Outside the scary grey house, a thin bloke is looking for some help. Stealing an axe from a nearby building site lets you in on the awful truth.

GO DIGITAL
Help this household get their satellite reception back by climbing onto the roof and grinding along their power wires. Once you've knocked all the sticks off, the power – and their TV picture – will return.

STOP THIEF!
Track down the thieves and knock them to the ground. Considering they're supposed to be pickpockets, they're not all that bright – they frantically wave cash over their heads the minute they've stolen it.



No sooner does the N64 bow out with the excellent – if drab – Tony Hawk's 2 than Activision bring the highly anticipated THPS3 to Nintendo's 128-bit successor – and, as we said in issue 62, the Hawkster's brand of X-gaming still refuses to opt for the cynical cash-in approach, instead choosing to deliver yet another essential title.

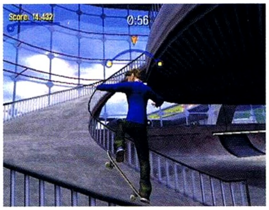
Okay, so the basic premise remains the same. Create your own skater or choose from the roster of 'famous' real-life professionals and embark on your career, practice freely in the unlocked parks, or go head-to-head with a mate for a bout of ego-boosting stuntage. But in order to make any sequel worth buying, developers have to constantly rework and refine a game's structure in order to keep things feeling fresh, and while many aspects of the game are comfortingly familiar, this is exactly what Activision have done.

The meat and veg of *THPS3* – like its predecessors – is the Career mode. Broken up into a series of progressively demanding skate parks, you're required to fulfil a number of objectives before being allowed to move on to the next stage. In previous instalments, new skate parks and locations were only unlocked by accumulating enough money – subsidised by achieving the set goals and picking up the extra cash bonuses. In *THPS3* however, the cash system has disappeared. Instead, all you have to do is complete a certain number of goals before moving on. The further through the game you get, the more goals are required to progress.

Champion challenges

Many of the goals from the original remain – such as having to earn three tiers of high scores (high, pro and sick) and collecting the S-K-A-T-E letters – but in a welcome change from the first two games, more dynamic challenges need to be completed to make up your quota, and it's here that the first refreshing refinements to the *Tony* concept make themselves apparent.

Each new level has a number of involving objectives, ranging from taking plane tickets to a fellow skater, burying bullies under snowdrifts and thwarting the activities of airport





Grinding is much more important than before for reaching those high scores.



Canada is full of idiots who jeer and throw snowballs at you.



Definitely one of our fave levels. The airport makes for some great two-player action. Marvellous.



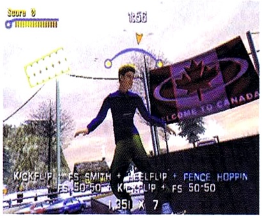
Enter this haunted house for a sinister secret. But first you have to find a way in.



PARKLIFE



FOUNDRY *This is the first level and a great intro to the game. There are plenty of parallel ledges to grind off – the main source of huge points – as well as some high ramps. Nice and simple.*



CANADA *Much bigger this time. Huge wide-open spaces and snowy pits to practise your tighter combos in. The car parks with their twin rails are great for mixing manuals, reverts and grinds.*



RIO *The first competition isn't too hard. With a whopping great ramp in the centre and plenty of long grinding areas and gaps on the outside you should be okay. Just watch the traffic.*



SUBURBIA *Initially tricky as there doesn't seem like there's much to work with at first. But there are plenty of hidden areas, a spooky secret, and some massive pools to practise your vert tricks.*



AIRPORT *Our favourite. Long open corridors with loads of rails, stairs and ps make this a very high-oring level.*



SKATER'S ISLAND *Another tough level. Basically a claustrophobic wooden shed, you'll need plenty of practice to figure out where the best skating lines are – and if you bail, you'll lose points.*



pickpockets. Our favourite, however is in the Canada level, where you have to impress other skaters by busting tricks under their noses as they goad and jeer your efforts. In conjunction with these new challenge types, there are also five stat points to be collected in each area, which can be used to boost the strengths of your chosen skater, be it balance, air-time or speed. It's little touches and imaginative challenges like these that make *THPS3* so enjoyable. Rather than just skating around deserted arenas like before, there's far more going on. People get in your way, cars are a constant hazard, switches can be flipped to reveal new areas, and the richness and complexity of the environments means that there's always scope for finding new ledges to grind from, or new ramps to help you keep those insane combos going.

So, even though you're essentially doing the same kind of stuff as before – ie, getting to hard-to-reach places and racking up a monster score – the experience is actually far more involving, requiring better understanding of your environment, your skater, and the controls. The result? More fun.

The bigger the better

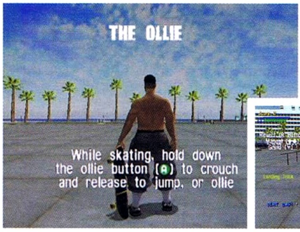
In fact, there's more of *everything* in *Tony Hawk's 3*. The levels, for example, are about three times larger than before, so getting an intimate knowledge of each and every one will take you far longer. Although you may achieve the required number of goals to move on, there's still an incentive to remain in the level until you've found everything – and, later on, there's the irresistable chance to revisit them to try to attain a higher score.

And if you consider yourself a veteran *Tony Hawk's* player, you'll find there's also far more depth to your skater's handling this time around, too. The sheer amount of tricks on offer is simply mind-blowing, and with the addition of enhanced manuals, reverts and the balance indicator, there's not only far more to learn, but far more scope to earn higher scores, as you can

MASTER CLASS

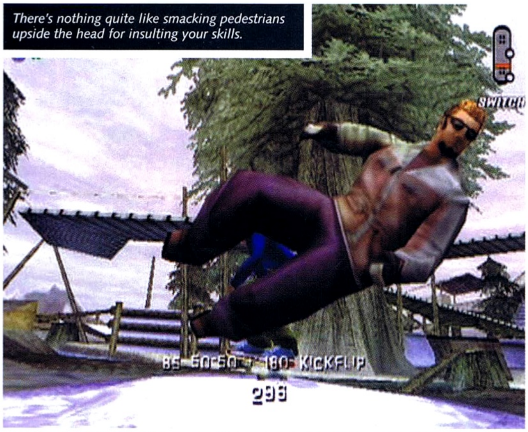
Starting out in *Tony Hawk's Pro Skater 3* can be a rather daunting task if you've never played any of its previous incarnations before. There are so many tricks to learn and skills to master that it's difficult to know where to start. Thankfully, though, *THPS3* has a superb step-by-step tutorial – narrated by the Hawkster himself – to help you out. Once he's run you through the basics of each skill – like the new revert and manual skills – you get to practise for yourself, before being given some more advanced tips for the skill you've just mastered. Complete all the skill tests and you can revisit any section of the tutorial to brush up on any tricks you might have forgotten. A very handy addition to the game.







There's nothing quite like smacking pedestrians upside the head for insulting your skills.





Suburbia is one of the least enjoyable – and trickiest – levels.





The multiplayer is just as hilarious as before and will ensure THPS3 stays in your Cube for months to come.



now keep building your points over flat ground.

Now, as if all *that* weren't enough, Activison have made practically every aspect of the game fully customisable. Making a welcome return from the second game comes the excellent Park Editor – only this time with twice the space, twice the amount of rails, funboxes, ramps and half-pipes to utilise, and a near-infinite scope to create your perfect park. On top of that, the Create-A-Skater function now has more skins, clothes and decks to choose from, and the option to configure trick commands exactly the way you want them. So even if *THPS3*'s already superb arenas start to get tiresome, you can always make some more of your own.

Near perfect

The icing on the cake, however, is the graphics, which are a *massive* improvement over the older games. Offering superb animation, incredible, clearly-defined scenery, blistering speed and tight controls, *Tony Hawk's 3* is as good to look at as it is to play. Moreover, while the tunes may not exactly be to everyone's taste, they perfectly capture the essence of the game and lend themselves perfectly to its atmosphere. Tiresome menu navigation, that requires you to stare at the loading screen one too many times, and a frame-rate that has a tendency to drop slightly in places were our sole complaints, but they'll hardly detract from your enjoyment of the game.

Lastly, as has always been the case with any *Tony Hawk's* games, the challenge can be quite steep – particularly if you've never played through any previous instalments. But the best thing of all is that though the effort you need to put in is great, the rewards you get for success are even greater. If you manage to complete the game a number of times, you'll be treated to a host of various secrets ranging from extra characters to movies. The best thing of all though, is that *Tony Hawk's* is one of those games that, even if you consider yourself a master, still has enough depth to ensure that you can *always* improve. Whether you're a novice or expert, *TH3* is a game that deserves a place in your collection. Essential.

GERAINT EVANS

TONY HAWK'S 3

+

- Huge, dynamic arenas to explore.
- Plenty of reward for your efforts.
- Near-infinite in its re-playability.

–

- Controls aren't as instinctive as we'd like – but that's nothing to do with the Cube's pad.
- The menu navigation is poorly thought-out.

IF YOU LIKE THIS...

Tony Hawk's 2
Activision
NGC/62, 90%
The N64's final game – well worth investing in.



8 VISUALS

Runs very fast and very smoothly, and with great animation and clarity.

7 SOUNDS

Typically appropriate nu-metal and grunge soundtrack, but some may hate it.

8 MASTERY

It isn't really pushing the hardware too hard, but what's there is very well done.

10 LIFESPAN

Editors, a superb multiplayer, and enough depth to ensure you always improve.

VERDICT

Great to look at, masses of replayability, secrets and – most importantly – loads of fun. A must.

93

Fifa 2002 is available in Japan and the US. To get hold of a copy, ring CA Games on 0141 334 3901



CROWD *Impressive, on the whole. They look convincing on casual inspection, but in fact there are a few doubles.*

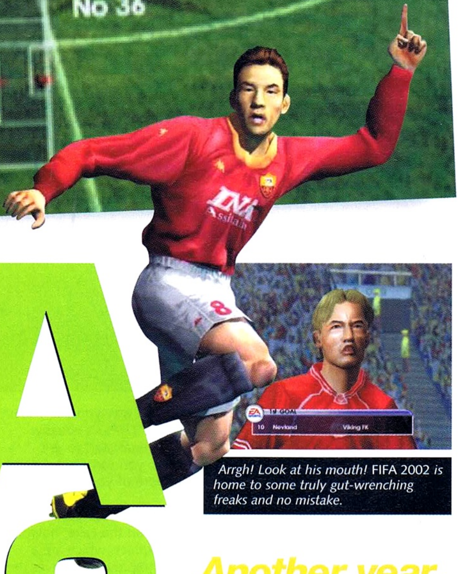
PLAYERS *The character models are a treat, even if they all have sour expressions.*

SHADOW *It's hard to find flaw with the way the shadows are done. They're even calculated properly.*

POWER METER *Very handy, in that you can judge how hard a pass should be. It is possible to overshoot.*

FATIGUE BAR *You'll only tire in the longer games, but you can switch fatigue off in the options.*





Arrgh! Look at his mouth! FIFA 2002 is home to some truly gut-wrenching freaks and no mistake.

FIFA 2002

Another year, another FIFA release. It's time to Pele...

INFO BURST

FIFA 2002

DEVELOPER:	EA Sports
PUBLISHER:	EA
PLAYERS:	1-4
MEM CARD PAGES	29
RUMBLE FUNCTION:	Yes
GBA LINK-UP:	No
NUMBER OF DISCS:	1
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
Now	March	Now

COST: ¥6,800

CREATING A MONSTER

From greasy-haired hack to suave pro footballer in four easy steps...

1


Who is this dashing young Maddrell fellow, then? Don't let on to anyone how old I am, by the way.

2


The temptation to give me a scraggy beard, golden dreads and a demented stare is just too strong to resist.

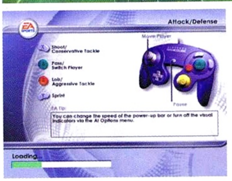
3


Cranking these attributes up increases the player's value. You can even see real players' skills. Impressive tackle...

4


What's that? Southampton want to buy me? A bargain at just under $4m to you, sir. Saints, here we come...





All the official players are present and correct. Yes, even Malacarne.





WAYS TO PLAY

As is becoming standard for sports sims, there's an embarrassment of stuff to fiddle with. You can create your own tournaments, defining how many teams, how many matches, who plays and so on. You can also meddle with any team's tactics and line-ups, transferring folk willy-nilly. There are also five bonus tournaments to unlock. Mint!



Penalties, above, are literally a hit-and-miss affair – making for some nail-biting finishes.



In-game, the players aren't quite as detailed as their cut-scene counterparts.







There are two types of people in the world: FIFA people and ISS people. Fans of Konami's venerable series have always suggested that the only thing FIFA had going for it was the official licence and popularity with the post-pub crowd. Nice when things change for the better, isn't it?

More or less everything here will be familiar to fans of *FIFA*. This is the World Cup incarnation, though, so you can qualify for the 2002 championship as an alternative to the more obscure tournaments and leagues on offer. And there are plenty of those, but this is an international title, so you can only play in the Premiership in the UK.

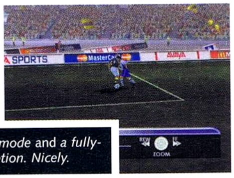
Although players' bodies are built around one model, there's a pleasing variety of faces and features on offer. In a strange way, we're reminded of certain basketball games, since the fizogs we've glimpsed have received a thorough pulping with the ugly stick and no mistake. You won't have seen so many hellborn monstrosities outside a Victorian fairground – indeed, the degree of realism on the UK players is commendable, and they move fluidly, with none of the twitching or impossible twists that mark more primitive games.

Control freaks

If you've played pretty much any *FIFA* rendition of the beautiful game, the most instantly noticeable difference by far is the passing system. Interestingly, you can no longer fire and forget – you send the ball in the general direction of your colleague and he'll pick it up from there. How long you hold the button affects the strength of the pass, and you can also swerve shots with the shoulder buttons for nifty banana goal attempts.

This new passing system will doubtless cause frustration with the button-mashing post-pub mob, but experts will be able to pull off some top-notch long lobs and crosses, through balls and backheels with only two buttons. Mind you, there are a couple of issues. The mapping of the controls to Gamecube's mighty pad reveals that it's tricky to press X and Y at the same time.





A create-a-player mode and a fully-featured replay option. Nicely.

Unfortunate, since that's what's required to dash into the box and hammer off a shot. If you even think about applying spin, finger, dislocation will ensue.

Need for speed

Out of the box, *FIFA 2002* does tend to chug like a broken Virgin train, but we found that you can crank up the gameplay speed – at full whack it's ideally paced. Another little ripper nestling in the impenetrable Japanese options are both English menus and English commentary by John Motson and Andy Gray. It's testament to the GC's power that EA can squeeze a groovesome soundtrack (courtesy of Gorrilaz) and *two* comprehensive commentaries on that wee disc.

It's certainly refreshing being able to give a *FIFA* game a round of applause, when a shoulder-shaking groan would normally be in order. It's now a viable alternative to the sublime *ISS* – who'd have thought it?

ALAN MADDRELL

FIFA 2002

+

- Finally snapping at the golden heels of *ISS*.
- Plenty of options, teams and scenarios.
- Hardcore Motty vs Gray action.

–

- Syrupy handling and sometimes dubious ball physics.
- Somewhat counter-intuitive controls.
- Er, loading times?

IF YOU LIKE THIS...

ISS 2000
Konami
NGC/46 90%
Highly playable footie with a curious RPG mode.



8 VISUALS
Nice animation, lovely grass. It's a shame that the players are minging for England.

8 SOUNDS
John Motson and Gorillaz – together at long last! Very pleasing to the ear.

7 MASTERY
PS2-style loading times and slightly fudged controls. Some more tweakage needed.

7 LIFESPAN
Enjoyable and challenging. The seasons alone will take ages to complete.

VERDICT

FIFA finally finds its feet, but pure soccer fans will likely still prefer *ISS*.

78

NHL Hitz 20-02 is only available in the US. If you want a copy, ring CA Games on 0141 334 3901.



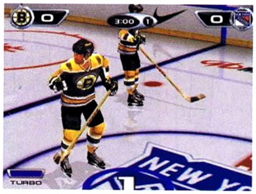


The crowd is made of exciting polygonal people, not flat cardboard sprites as per usual.





The three-man games are fast and frantic.





Face off at the start of the match to see who gets puck possession.

NHL HITZ 20-02

Keep on puckin'.

The first burgeoning fruit of Midway's Gamecube plans, NHL Hitz is their latest stab at providing an exaggerated version of a real-life sport…

NHL Hitz, it would be fair to say, is larger than life. Like its stablemate *NFL Blitz*, this is a superbly recreated videogame version of a real American sport – but one enlivened still by over-the-top arcade frills and an emphasis on having plenty of fun. It's also quite, quite daft. But *good* daft…

As a straight ice hockey sim, *Hitz* performs admirably. It's a fully-licensed NHL title, so you get all the real players (which probably means more if you're from the US), and the action is fast, fluid and suitably meaty, making for some tremendously raucous multiplayer action. The main difference between the real sport and the virtual one is that *Hitz* eschews full-size teams for three-man affairs, making for a compact, speedy sport.

But it's the demented extras that really make this game. Score three goals and the lucky player will burst into flames, increasing abilities across the board. There are punch-ups galore, and the ringside fairing will see plenty of bodies smashing through glass as the match wears on; handy turbos make the action even more frantic, and the Franchise mode sees you creating your own team of Frankenstein's monsters and winning points with which to pump up their attributes as you see fit, making for a truly customised squad.

And it all looks gorgeous, too, from the bruised faces of battered players to the finely detailed rinks. But regardless of looks, Midway and Black Box Games should be congratulated for bringing us such a laugh-out-loud, comedy representation of a sport already notorious for its pantomime fights and fisticuffs. That the multiplayer mode is so well implemented only adds to the fun. Hurrah for hockey, then, eh?

JES BICKHAM

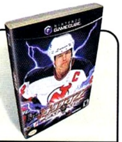
SILKY SKILLS

One entertaining aspect of *NHL Hitz* is the Skills option – basically, it's a way to improve your hockey skills by indulging in some entertaining minigames. From hitting targets to barging through wooden defences, it's all terribly addictive and has huge potential for some top I'm The Best action…









INFO BURST

NHL HITZ 20-02

DEVELOPER:	Black Box
PUBLISHER:	Midway
PLAYERS:	1-4
MEM CARD PAGES:	8
RUMBLE FUNCTION:	Yes
GBA LINK-UP:	No
NUMBER OF DISCS:	1
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
Now	TBA	TBA

COST: $50

NHL HITZ 20-02

+

- OTT arcade fun.
- Great multiplayer.
- Engrossing, custom single-player.

–

- It lacks any real depth.
- Hockey's really not the most tactical of sports.

IF YOU LIKE THIS…

FIFA 2002
EA Sports
NGC/64, 78%
The best FIFA so far. Worth a punt.



8 VISUALS
Gamecube's powerful graphics capabilities mean this is just like the real thing. Well, almost.

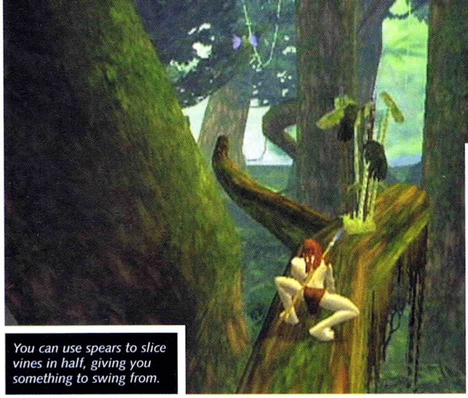
7 SOUNDS
Loads of voice samples and commentary from people we've never head of, and plenty of (cough) nu-metal. Rawk!

7 MASTERY
Throws six players rapidly round an ice rink with nary a hitch. Lovely stuff, for sure.

8 LIFESPAN
If hockey's your thing, the multiplayer will keep the game alive long after the single-player is exhausted.

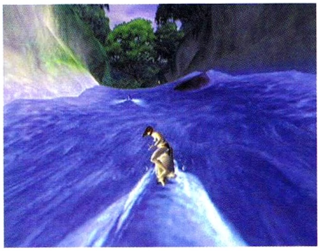
VERDICT
A tremendously entertaining, if ultimately shallow, iteration of a true American sport. Great fun.

79



You can use spears to slice vines in half, giving you something to swing from.

We've never seen Tarzan surf before, but he ain't 'alf good at it. Go monkey boy!



TARZAN UNTAMED

Thankfully free of Phil Collins songs.

Based on the Disney film of everyone's favourite man-monkey, Tarzan Untamed is the first of Ubi Soft's alleged 20 in-production Gamecube titles. No third-party problems here, no sir...

We've been here before. This isn't the first time a game based on the Disney film has appeared on a Nintendo console – that dubious honour is held by Activision's original *Tarzan*, which vine-swung on to the N64 in a flurry of brain-killing tedium and fun-mincing difficulty. It was a side-on platformer of half-hearted ambition and zero originality, but at least it looked pretty.

Ubi Soft's stab at making a game out of the apeman fares remarkably better. Graphically, it replicates the mossy greenness of the animated jungle with pleasing accuracy. It's closer in spirit to the film than you'd believe – a testament to the power underneath Gamecube's purple bonnet – and it is, at times, a rather enjoyable little affair. Of course, it's rigidly linear, seeing you swing through the jungle collecting baby monkeys, film reels and other such random items – but what ultimately saves it from platforming obscurity is its speed.

Tarzan Untamed realises that the best way to maintain interest is to keep things moving – hence, you'll be sliding along immense tree branches, leaping from vine to vine, and even surfing through rapids on a plank of wood. There's no tedious backtracking, and no scratching your head over where to go next – this game is all about reactions, hammering the jump button and twitching left to right to avoid murderous crocodiles and, bizarrely, barrel-throwing Frenchmen.

Of course, you're never going to play it for more than five minutes before going back to *Rogue Leader*, *Smash Bros* et al, but seeing as the world and his dog were expecting another odious and irredeemable piece of platforming tosh, this is quite the surprise, all things considered. One for the kids, certainly, but a surprise nonetheless.

JES BICKHAM



INFO BURST

TARZAN UNTAMED

DEVELOPER:	Ubi Soft
PUBLISHER:	Ubi Soft
PLAYERS:	1
MEM CARD PAGES:	8
RUMBLE FUNCTION:	Yes
GBA LINK-UP:	No
NUMBER OF DISCS:	1
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
Now	TBA	TBA

COST: $50 (£34)



SIMIAN SPORTS

The third level sees you indulging in a spot of windsurfing, as you're yanked along by an accommodating bird of indeterminate origin. Just like in Tony Hawk's, you can score points by doing stunts – grinding along logs, flipping, and so on. For every 5,000 points scored, you get an extra life. Lovely.

TARZAN UNTAMED

+

- Looks good.
- Plays fast. Very fast, in fact.

–

- Typically for Disney, there's absolutely nothing new here at all.
- Ultimately, it's a tad basic for us.

IF YOU LIKE THIS...

Disney's Tarzan
Activision
NGC/40 35%
Similarly based on the film, and utter bilge.



7 VISUALS
Clean, crisp and remarkably close to those of the movie – which is quite a feat for a console.

7 SOUNDS
Pleasingly tribal tunes eminate from your telly's speakers, and you get that famous yodel for free.

5 MASTERY
Fast and smooth, but the graphics are hardly pushing the GC's hardware.

6 LIFESPAN
Younger players will find a whole lot of stuff to enjoy here. Trouble is, anyone else won't.

VERDICT
Basic, linear platforming enlivened by frantic speed. Good, clean, unremarkable fun.

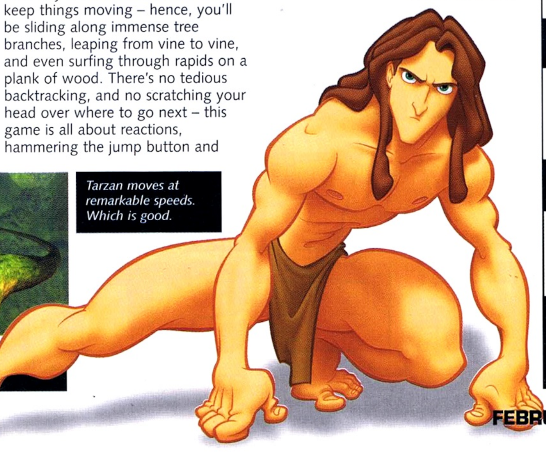
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Surf tree limbs for fun. Yes!

Tarzan moves at remarkable speeds. Which is good.



Dave Mirra 2 Freestyle BMX is only available in the US. To get hold of a copy, ring CA Games on 0141 334 3901



SLICK *Get to a high vantage point and you can see for miles, and the minor draw-in at the horizon isn't usually noticeable when you're actually playing.*

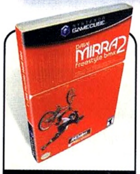
EXPANSIVE *The levels in this game are three or four times as big as you'll find in THPS3. It's easy to get disoriented.*

MAXIMUM AIR *The height meter down the right-hand side of the screen shows just how much air you're getting out of your tricks, and it's also used to display your level objectives.*

NEW STUFF *The PS2 version has two fewer levels, the new ones having been created especially for the GC and Xbox editions.*

GRIND IT *You can grind any rail or edge in the game, but the amount of speed and balance you lose in doing so means you'll want to avoid linking too many grinding tricks when you're going for a high score.*

SIMPLE *Even though they're both basically PS2 ports, Tony Hawk's 3 seems to have a slight edge when it comes to the amount of graphical detail on offer.*



INFO BURST

DAVE MIRRA 2 FREESTYLE BMX

DEVELOPER:	Z-Axis
PUBLISHER:	Acclaim
PLAYERS:	1-2
MEM CARD PAGES:	4
RUMBLE FUNCTION:	No
GBA LINK-UP:	No
DISCS:	1
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
Now	TBA	TBA

COST: $50 (£34)

DAVE MIRRA 2 FREESTYLE BMX

The world's most extremely large extreme sports game.

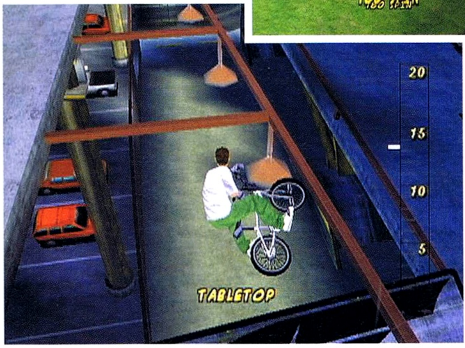


A new high score for simply riding sideways along a ramp? Beggars belief.





A Tony Hawk's-style balance-o-meter? Yep.



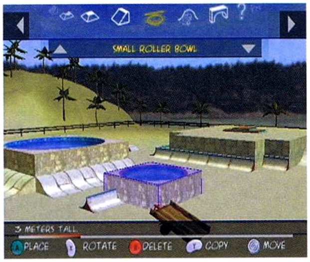




Oddly, nasty crashes never mangle your bike.

GET CREATIVE

In the unlikely event that you get totally fed up with the ten vast levels on offer, you can make your own with the park editor. You can't create anything like the preset arenas, but you can place pipes and boxes to make unique and impossible challenges.



Extreme sports games are definitely the in-thing at the moment. Dave Mirra Freestyle BMX 2 *definitely has the edge in terms of sheer size, but it isn't quite as satisfying or intuitive as* Tony Hawk's 3.

Featuring some of the most impossibly huge levels we've ever got hopelessly lost in, *Dave Mirra* is a smart update of a well-received PS2 title. Usual rules apply: grind rails, pull stunts, and complete objectives to build high scores and unlock the next in a series of ten ramp-happy arenas.

The realistic environments are admirably good-looking, with moving obstacles such as cars and helicopters, and usually include bonus areas every bit as big as entire levels in lesser titles. There's no way you can see the whole of any level in a single three-minute run. The game's size is its strongest selling point, but also, strangely enough, its weakest feature. Quite simply, it isn't as tight as *THPS3*.

But it's still fun to play, once you've put in the hours required to learn the course layouts, and its trick system has some cracking ideas. There are 70 basic stunts, which doesn't sound like much, but by hitting the X-button and a D-pad direction during any move, you can modify and link it to the next one, giving a massive range of twists, flips, stalls, grinds, or whatever. Despite being designed for the PS2 joypad, it feels like the Gamecube controller is its natural home.

Tricks of the trade

So if tricks are the essence of the game alone, then it might sound like *Dave Mirra* has the better of *THPS3*. Sadly, the dodgy camera scuppers its chances of extreme sporting supremacy, at least until the next sequel arrives. It's all too easy to lose your biker behind a wall, or to wind up facing in an unexpected direction thanks to a camera that flies all over the place when, as often happens, it gets caught under a bridge or on a rail. You don't get the same sensation of vertigo that *THPS3*'s aerials provide, and it's much harder to link a really smooth, flowing move over several objects, largely because the game's wide open spaces mean you've got to spend too much time balancing 'manuals' (the standard method of extending a combo over empty ground) and not enough actually doing new tricks.

There's a two-player mode, but you don't get to compete simultaneously. Instead, you take turns to better each other's score, and there's a variation of *Tony Hawk's* smart Horse mode, in which you tag each object by doing a more spectacular trick on it than your mate could manage. Not as good as a proper split-screen mode would have been, but given the size of the levels, it's unlikely the console could draw two separate windows without compromising that slick frame rate or resorting to fogging.

So *Dave Mirra* is almost there, but not quite. It's plenty of fun, and if it wasn't for *Tony Hawk's 3*, we'd recommend it without reservation. But it isn't up to the high standards of the game it aims to emulate, and unless BMX is your sport, we'd suggest you check out the competition before putting it at the top of your wish list.

MARTIN KITTS

GNARLY

DMFB2's trick system allows you to link and modify 70 basic stunts to create well over 1,000 unique combos. Plenty to be getting on with, then.









DAVE MIRRA 2 FREESTYLE BMX

+

- Incredibly complex trick system.
- Vast levels.
- Loads of objectives to sink your teeth into.

–

- Disappointingly two-dimensional textures.
- Easy to get lost.
- Unfocused gameplay.

IF YOU LIKE THIS...

Tony Hawk's Pro Skater 3
Activision
NGC/64 93%
The best instalment yet from bus-pass Tony.



7 VISUALS
Sharp and almost always smooth, but not the most detailed.

6 SOUNDS
Slightly muffled big-name soundtrack and varied effects.

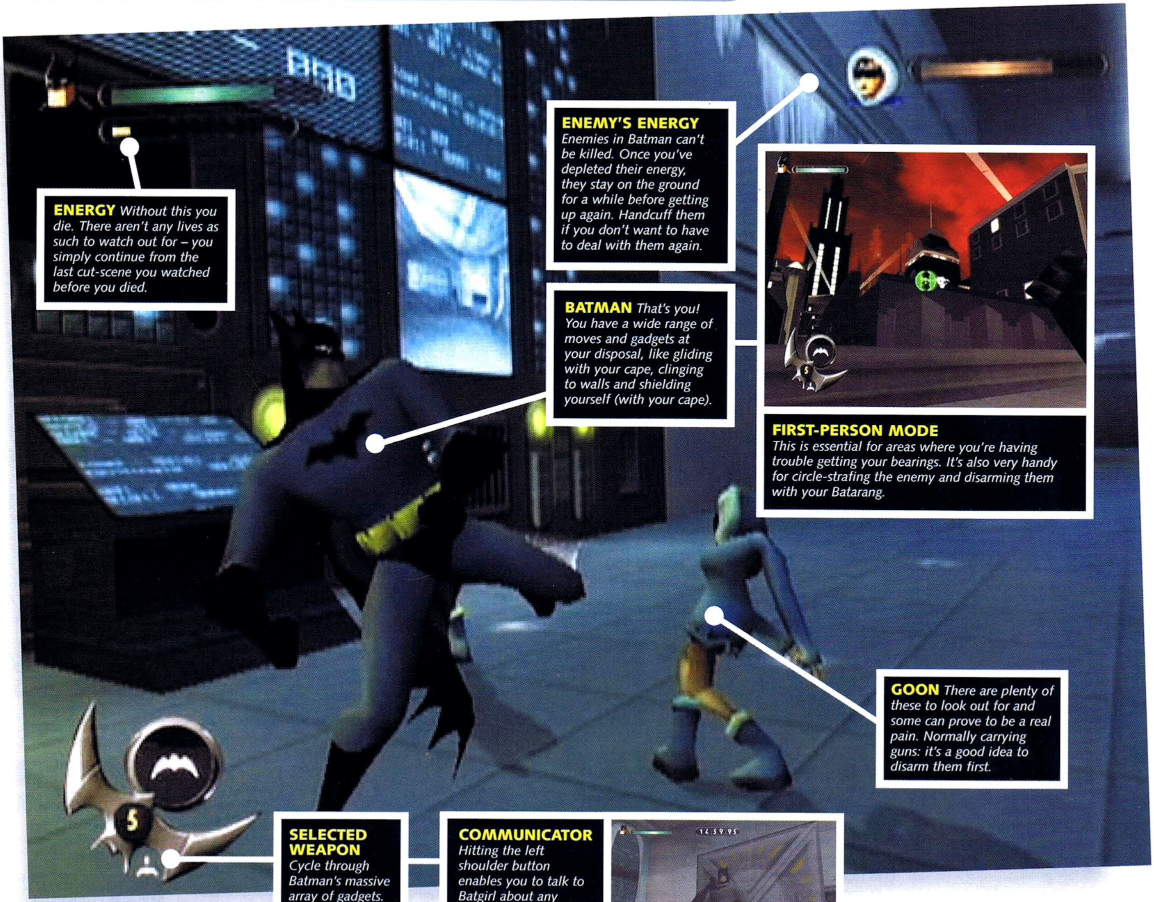
6 MASTERY
Not a massive improvement over the original PlayStation 2 version.

7 LIFESPAN
The sheer size of this game means it'll take ages to complete. It's truly massive.

VERDICT
Big and impressive, with the most extensive trick system we've seen in an extreme sports game. But not as good as *THPS3*.

75

Batman: Vengeance is only available in the US. If you want to get hold of a copy, ring CA Games on 0141 334 3901



ENERGY *Without this you die. There aren't any lives as such to watch out for – you simply continue from the last cut-scene you watched before you died.*

ENEMY'S ENERGY *Enemies in Batman can't be killed. Once you've depleted their energy, they stay on the ground for a while before getting up again. Handcuff them if you don't want to have to deal with them again.*

BATMAN *That's you! You have a wide range of moves and gadgets at your disposal, like gliding with your cape, clinging to walls and shielding yourself (with your cape).*

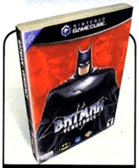
FIRST-PERSON MODE *This is essential for areas where you're having trouble getting your bearings. It's also very handy for circle-strafing the enemy and disarming them with your Batarang.*

GOON *There are plenty of these to look out for and some can prove to be a real pain. Normally carrying guns: it's a good idea to disarm them first.*

SELECTED WEAPON *Cycle through Batman's massive array of gadgets. These range from the Batarang and Batgrappler to remote charges and handcuffs.*

COMMUNICATOR *Hitting the left shoulder button enables you to talk to Batgirl about any additional developments in the story – she may offer you tips, too. Quite a nice addition, that.*





INFO BURST

BATMAN VENGEANCE

DEVELOPER:	Ubi Soft
PUBLISHER:	Ubi Soft
PLAYERS:	1
MEM CARD PAGES:	2
RUMBLE FUNCTION:	Yes
GBA LINK-UP:	No
DISCS:	1
ONLINE PLAY:	No

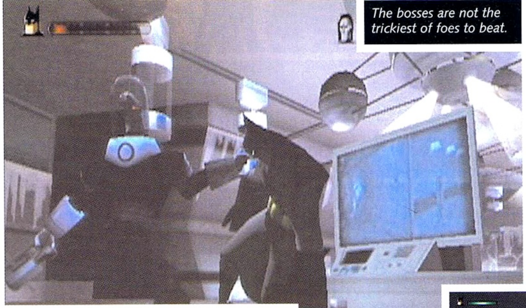
WHEN'S IT OUT?

US	UK	Japan
Now	Launch	TBA

COST: $50 (£34)

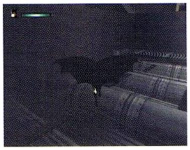
BATMAN VENGEANCE

Holy cartoon licence! Another batty platformer!

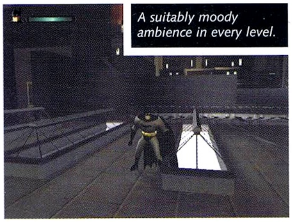


The bosses are not the trickiest of foes to beat.

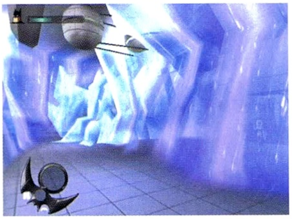


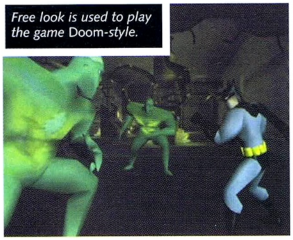


Batman has a suitably diverse repertoire of moves.



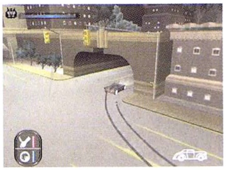
A suitably moody ambience in every level.





Free look is used to play the game Doom-style.

TO THE BATMOBILE!



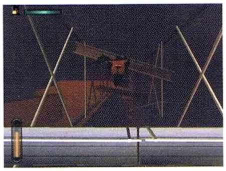
BATMOBILE *Follow the car and blast it, using the Batgrappler to swing round tight turns.*



BATWING *Pump. Handles like a slug – making for a pretty dull and frustrating experience. Oh well.*



ON FOOT *Running around smacking hoodlums and solving puzzles is the main ingredient.*



FREEFALL *In which you fling yourself off a building and have to dive after something or someone.*



If we said we were looking forward to this one, we'd be lying. The last Batman game we saw – Batman of the Future – stank, earning itself 16 per cent in issue 49. Thankfully though, Ubi Soft's latest effort manages to redeem itself.

Right then, let's get one thing straight. *Batman: Vengeance* really isn't anything special. In fact, chances are you've all played this countless times on a number of platforms before. It's basically your standard run, jump, punch, kick and flick switch affair – but then, that's exactly what we were expecting.

So it won't win any prizes for originality. But that's not to say it's all bad. For once, the developers have actually made a concerted effort to capture the atmosphere of the brilliant cartoon series. Rather than just bash out any old tripe, a great deal of attention has been paid to the movement and design of the characters, the simplistic, art-deco stylings of the architecture and environments that you play in and, more importantly, the story and voice-acting played out in the cut-scenes. Now, while the visuals should never really influence how you feel about a game, licensed titles are another thing entirely – it could be the best game in the world, but if the details aren't right that doesn't matter a scratch. Ubi Soft deserve a pat on the back here – it's all been done perfectly.

So, we've established that *Batman* is true to it's origins, but what's wrong with it? Well, gameplay-wise, it's uninspired stuff. It's simply a matter of moving through the short-lived levels, leaping from building to building, flicking switches and dispatching identical goons before the inevitable boss encounter. It's pretty good fun for a while, but there are plenty of pointless niggles that will make you cringe. The camera mechanics, for example, are dire in places. One example of this is when you go through a door into the next area. Quite often, on entering a new room, the camera faces the caped crusader, which means you can't see what's in front of him – which, in most cases, is a team of goons firing at you. In order to remedy the situation you have to run to the centre of the room to get your bearings, by which point you've needlessly lost a third of your energy. Thankfully, the option to toggle between first and third-person modes helps to a certain degree, but considering your movement is somewhat hampered in first-person mode, it's still frightfully irritating.

Lastly, despite the game having a number of 'special' levels such as driving the Batmobile, flying the Batwing, and diving off skyscrapers to catch falling children, these welcome diversions are poorly realised. Instead of providing an amusing break from the standard Bat-action, they often end up being an exercise in frustration.

Still, *Batman: Vengeance* is an enjoyable enough adventure. If you're a fan of the series then this is well worth investigating – otherwise it might be prudent to wait until a better platformer runs and jumps onto GC.

GERAINT EVANS

BATMAN VENGEANCE

+

- Some lovely, stylised artwork.
- Lots of varied, enjoyable missions.
- Perfect atmosphere.

–

- Painfully unoriginal.
- Dodgy camera work.
- Somewhat formulaic gameplay.

IF YOU LIKE THIS...

Spiderman 64
Activision
NGC/51 78%
More comic-book hero action in another okay platforming adventure.



6 VISUALS
Crisp, clean and beautifully stylised – just like the animated series.

7 SOUNDS
Full speech and perfect bass-heavy, moody ambient FX. Not bad.

6 MASTERY
Not exactly ground breaking, but the simplistic visuals suit the game very well.

7 LIFESPAN
You'll play it to the end, and it ain't easy either. Not much to go back to, though.

VERDICT
Not the stinker we thought it would be, and just about competent enough to please fans of the series.

70

Madden 2002 is only available in America. If you want a copy, ring CA Games on 0141 334 3901.

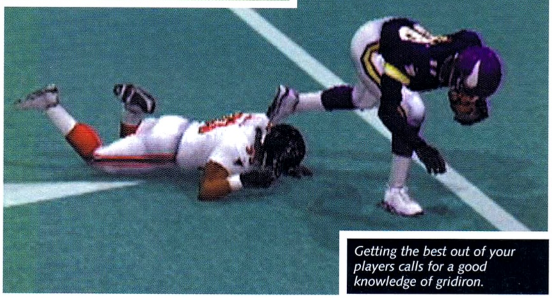
This game takes no prisoners. Authentic stats, real plays, loads of moves, and realistic collisions.



The animation is mostly decent, although the players can look rather lifeless at times.

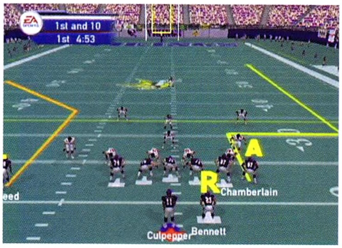






Getting the best out of your players calls for a good knowledge of gridiron.

BLOATED



It didn't take long for GC's memory card capacity to become an issue, and it's no surprise that it takes a US sports game to make it one. Madden eats a whole card for Franchise mode, and as many others as you can spare for other saved modes. The sooner Nintendo releases that high-capacity SD card adaptor the better.

MADDEN 2002

What is a gridiron anyway?

Gamecube is well-served with American sports titles right now. And because EA have decided to offer Nintendo the support it never gave Dreamcast, this is likely to be the first in a long line of updates.

The *Madden* franchise is by far the longest-running and most successful American football series around, and unlike the soccer equivalent, *FIFA*, has achieved its position because it's consistently the most enjoyable game of its type.

There are few surprises to be found in this first Gamecube edition, which is pretty much a straight port of the PS2 version. Years of honing *Madden*'s AI, playbooks and handling have resulted in the most comprehensive gridiron game ever, and the slim instruction manual barely scratches the surface of this highly evolved sports sim.

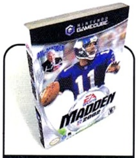
Madden 2002 offers an impressive range of moves on the field. You can perform hand-offs, jumps, spins, blocks and custom C-stick jukes, along with a bewildering array of on-the-fly tactical switches that will only make sense if you're a keen follower of the sport, or the series itself. If there's a weakness here, it's that the game's complexity will be off-putting to newcomers.

The passing game is done as well as you'd expect, with intelligent blocking from the defence, and receivers running in very clear patterns. Running plays are harder, requiring the ability to look for openings while avoiding tackles and selecting special moves. Luckily, there's a training mode that shows how to run plays against different defence formations.

On the downside, *Madden 2002* is distinctly ropey when it comes to presentation. Dodgy, sub-PSOne-standard FMV clips, loading bars, unrealistic textures, and stadiums filled with cardboard cutouts don't make for an impressive start.

While this is the pick of the *Madden* series to date, it isn't the world's greatest American football title right now. That accolade goes to Sega's *NFL2K1*, which is easier to play, more intuitive, and due a GC update next year. With a potentially superior game on the horizon, you might want to wait, but if you must have a gridiron sim right this minute, then *Madden 2002* is here and definitely worth checking out.

MARTIN KITTS



INFO BURST

MADDEN 2002

DEVELOPER:	EA Sports
PUBLISHER:	EA Sports
PLAYERS:	1-4
MEM CARD PAGES	59
RUMBLE FUNCTION:	Yes
GBA LINK-UP:	No
NUMBER OF DISCS:	1
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
Now	TBA	TBA

COST: $50

MADDEN 2002

+
- Comprehensive stats.
- Loads of options.
- Solid gameplay.

–
- Dodgy graphics.
- Poor presentation.
- Memory card issues.

IF YOU LIKE THIS...

NFL Blitz
Nintendo
NGC/22 87%
Soon-to-be cubed NFL arcade action.



5 VISUALS
Flat textures, cardboard spectators, warping skins... this isn't how a Gamecube title is supposed to look.

7 SOUNDS
Convincing effects and useful commentary. Shame about the specially commissioned 'EA Rap' though.

5 MASTERY
It's a PS2 port, and it shows. In fact, the PS2 version is slightly more complete than this one.

7 LIFESPAN
Take on a full season or have endless contests against mates. If you like American football, you'll play it for months.

VERDICT
A good early marker for Gamecube sports sims. Things will get much better, but for now this is worth considering.

75


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NEWS, REVIEWS ... AME BOY
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REVIEWED THIS ISSUE!

GOLDEN SUN

page 57

The English language version finally makes it into the office. Find out how it plays inside!



MEGAMAN BATTLE NET



page 57

Capcom's blue wonder arrives on GBA with a bizarre blend of gaming styles...



SUPER MARIO ADVANCE 2

MARIO'S AWESOME 16-BIT CLASSIC RETURNS ON GBA

PLUS

- We go hands on with the brilliant E-Card Reader!
- More info on Ubi Soft's superb *Rogue Spear*.
- *Shaun Palmer's Pro Snowboarder* reviewed!
- GBA tips, Action Replay codes and more...

ISSUE 39
February 2002

WELCOME TO PLANET GAME BOY

No doubt I'll be clapped in the stocks and pelted with rotten fruit and vegetables for this one, but to be perfectly blunt, I don't care. The game may be ten years old, it may just be a straight conversion, and yes, okay, many of you may already have played it through countless times before – but like I said, I don't care. *Super Mario Advance 2* has arrived and it's as satisfying to play now as it ever was.



It's strange to think that a game that was released free with the SNES, that spawned more ridiculously high scores in its day than any other and laid down the gauntlet for every 2D platformer that followed is, for want of a better word, *still* the pinnacle of all 2D platformers. Find out exactly why in our Japanese import review over the page.

Other gaming highlights for this month include the long-awaited English language release of *Golden Sun*, another top-notch title that eager importers should snap up right away. Elsewhere, I've been casting my eyes eastward for most of this month, eyeing up the newly released E-Card Reader, and nodding sagely at the news that Brownie Brown's *Magical Vacation* has earned itself a Platinum award in Japanese weekly games mag Famitsu.

Perhaps more importantly, Miyamoto's oddity *Animal Forest* also bagged a Platinum medal. If all goes to plan, we should have a run-down on *Forest*'s GBA connectivity – and, naturally, a whole heap more – in the next issue. Be there!

Geraint Evans, Editor

planet GAME BOY

Planet Game Boy, NGC Magazine, 30 Monmouth Street, Bath, BA1 2BW

February 2002

Editor: Geraint Evans

Contributors: Mark Green, Dan Geary, Paul Edwards, Kai Wood, Sally Browne.

E-CARD READER ARRIVES

Right then, let's cut to the chase. Open up the packaging, and you're faced with the E-Card unit itself and a pack of ten Pokémon cards. When you place the reader into the GBA's cartridge slot and turn it on, nothing happens. To activate it you need to press the A button to tell the device to get ready to accept a card – and this is where the smart bit comes in.

The E-Cards themselves are pretty much identical to normal Pokémon cards. The only real differences are the tiny E-Card symbol in the bottom left-hand corner and the data strips on the edges. The longer strip on the left-hand side of the card holds the bulk of the information – graphics, sound and game data – while the bottom strip holds the information about the Pokémon on the card itself. These data strips act like barcodes, only instead of black lines they're made up of thousands of tiny little dots, and can hold up to 3K of data.

With such a small capacity, it's unsurprising that each card has nothing spectacular to offer individually, limiting itself to simple Pokémon information, pictures, animation and sound effects. When the cards are combined, the results are far more rewarding. For example, scanning and combining three cards from the starter pack – Machop, Machamp and Machoke – creates a minigame where you have to punch as many tumbling rocks as you can before getting hit. While the minigames and animations are hardly ground-breaking, the E-Card unit's potential far outweighs what it lacks in raw power.

Carrying the card

The trading card phenomenon is big business, especially in Japan, and so the prospect of being able to unlock new features, secrets and games opens a whole new dimension. Almost anything (within reason) could be stored on these cards. Game tips, bite-sized strategies and pictures could all be traded and distributed quickly and easily, and be given away with magazines or roadshows. At this year's Spaceworld, a handbook was handed out to punters with a free Celebii E-Card – so millions have been itching to buy a Reader and give it a go since.

Whether the E-Card reader will revitalise the world of Pokémon TCG is one thing, but we're keen to see exactly how Nintendo exploits this innovative gadget. With *Game and Watch*, *Mario Party* and *Kirby* cards planned for the not-too-distant future, we're going to have a whole lot of fun finding out.



There you have it – a rock-thumping minigame from just three E-Cards. Magic.





Just Pokémon games for now – but more will follow.

Even in Japanese, it's simple to use.

Shots of the E-Card Reader software in action. Bonzer.

ROGUE SPEAR

As you'd expect, tactics and espionage are the order of the day for this handheld special-ops strategy. Much like the GBC version, it's down to you and your team of individually skilled comrades to work through a multitude of scenarios, freeing hostages and sniping at terrorists.



Fans of the *Rainbow Six* games on other platforms will be pleased to note that this is far superior to the nasty GBC version in every way, boasting massive maps, hugely complicated mission objectives and a wealth of options to tinker with. There are loads of special forces operatives to choose from, all of whom can be customised before each mission, from the weapons they carry, right down to the colour of their camouflage. More importantly through, Ubi Soft have included some ace multiplayer modes, ranging from the usual deathmatches to fantastic co-operative missions.

If you're looking for a handheld title with plenty of depth to it then this is well, well worth keeping an eye on. We've only snagged some early playable code so far – but *Rogue Spear* already looks the business.



Commandeer your team to hostage-rescuing and terrorist-bashing glory.



With secrets to unlock, scenarios to beat and an ace multi-player, this should 'rule'.



Even though the version we played was early code, it all played rather nicely.

MONSTER RANCHER

In the absence of any new Pokémon titles, fans of breed-'n'-battle games will be pleased to learn that Tecmo's *Monster Rancher* will soon be making an appearance on GBA.

Just like many other games of this nature, it's all about building up your chosen monster by training and pitting it against other competitors. The more you train it the stronger it grows, and the better it gets at defeating other monsters. *Monster Rancher Advance* has around 400 monsters to breed, discover and train, so expect this one to last you a very long time. The only potential problems are the uninvolving training routines, but if Tecmo can sort that out, this may turn out to be something rather special.





Fans will be happy to know that this is one of the biggest Rancher games to date.





This really doesn't look as poor as previous Army Men games.

ARMY MEN
OPERATION GREEN

Courtesy of 3DO comes *Army Men: Operation Green*. Once again, you're forced to take control of a team of moulded plastic meatheads and throw them at incoming tanks and machine gun fire.

Okay, so we've never gone a bundle on any *Army Men* games in the past – but, believe it or not, this is actually looking quite tidy. Playing a bit like *Desert Strike* on foot, you have a number of different units to command, as well as a clutch of vehicles to run riot in.

The best thing about this latest instalment, though, is the enemy AI, which requires you to think a great deal more about their tactics before wading in guns blazing. This should be fantastic if 3DO manage to implement a working multiplayer mode into the game – but at the moment that doesn't look likely. Let's hope they see sense before this is released next year.



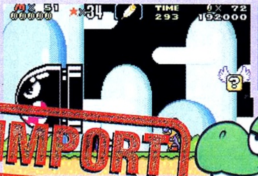
Can 3DO breathe life into a stale series?



Ah, Super Mario World. How we've missed you. (Blub).







You can stomp on Bullet Bills – if you're quick.



IMPORT

SUPER MARIO ADVANCE 2



You're able to keep a power-up in reserve for those tricky moments.

GBA REVIEW | **From:** Nintendo **Price:** ¥3,500 **Save:** On-cart
Players: 1-4 **Single-cart link:** Yes **Out:** Now (Japan), Feb (UK)

Gamers of a certain age will be taking in the screenshots on this page and weeping genuine tears. It's real. It's here. It's the Best Game Ever Made – and it's in the palm of your hand.

Super Mario Advance 2 is a pixel-for-pixel remake of 1991's *Super Mario World*, the Super Nintendo Entertainment System's first title. If you're too young to remember the SNES, or the Mega Drive, or the Mario vs Sonic wars, you might mistake the contents of this cart for just another update of a retro Nintendo game. What you're actually looking at is Shigeru Miyamoto and his band at the peak of their superhuman powers, and a game so meticulously-designed, so compulsively playable, so *perfect* that you can almost *feel* its brilliance crackling through your finger-tips.



Back in '91, this level took us two hours to complete. And, er, it did this time, too.

It *is* just a 2D platformer – to complete the game, just run to the right. But with 96 huge levels at their disposal, Nintendo have created a mind-meddlingly varied game that throws new ideas at you every ten paces – ideas which *still* seem as fresh and exciting as they were when Michael Jackson's 'Black or White' was number one.

Platforms rotate, shrink and morph into coins; enemies burst out of the ground, creep forward when you look away, and change blocks into *more* enemies; beanstalks, switches and Mario's winged cape lead to ingeniously-hidden secret areas. At no point is there the sense that you've seen it all before – even though you have.

Classic cuts

Many of the best bits are classic moments borrowed from the game's forebears – including the spot-on 'feel' of Mario as he runs, jumps and skids his way along each platform. Headbutting blocks to release coins is as inexplicably satisfying as ever. But many of *Super Mario World*'s new ideas are now classics themselves. Finding and riding Yoshi (the green fella's debut), stomping on the Bowser Bros to send them spinning off rotating platforms, grabbing the cape and soaring through a skyful of coins – features that will send a generation of gamers all misty-eyed.

Of course, *SMA 2*'s best feature is that it's portable – now you can immerse yourself in about 40 hours of gaming perfection on the bus, in the bath or down the pub. There's the odd new addition for this GBA update (see below), but who cares? *Super Mario World* has been brought to GBA, and that's all that matters.

If you're a *SMW* virgin, we envy you – you never forget your first go on this all-time classic. Forget your *Ocarina of Times*, your *Mario 64s* and your *Perfect Darks* – this 6 x 4cm slab of ten-year-old gaming makes a mockery of them all.

5

NEW FOR 2002!

Your at-a-glance guide to the changes *Super Mario Advance 2* makes to the original *SMW*.



INTRO

A small addition, but a nice one. When you switch on the cart, a small cut-scene shows Mario landing his hot-air balloon on the game map, then – get this – leaving Princess Peach all alone. Oh, and the "Nintendo presents" screen is lifted straight from the '91 original.



LUIGI

The biggest change, this. Luigi was originally simply a 'clone' of Mario for use in the takey-turney two-player mode. Now you can switch play to him on any level – he jumps higher but runs slower than Mario, a la the first Super Mario Advance. We don't really see the point.



SUPER MARIO BROS

On top of SMW, the Mario Advance 2 cart also features an updated version of the arcade classic Mario Bros. But why is it all but identical to the same extra that was bundled onto the first Super Mario Advance? You can link the two carts for multiplay, but we still don't get it.



COIN CHALLENGE

One of what we're certain are tons of new sub-quests to be found. Headbutt a gold block and you'll be challenged to collect all the area's coins before the timer runs out. Achieve this and you're awarded with three lives and a flock of multi-coloured Mario-chasing birds. Hmm.

GOLDEN SUN

GBA REVIEW | **From:** Nintendo **Price:** $35 **Save:** On-cart **Players:** 1-2
Single cart link-up: No **Out:** Now (US), Spring (UK)



The battles are a joy to behold, with some seriously smart eye-watering magic effects. We love it.



Aside from last month's *Breath of Fire*, the GBA has had no quality RPGs to speak of. A shame really, as *BoF* proved to us that these kinds of games are very well suited to the handheld – and *Golden Sun* is another superb case-in-point.

Camelot's RPG is about as traditional an adventure as you could possibly imagine. Following the adventures of a young lad called Isaac, you have to lead your band of adventurers on a quest against evil – which essentially entails moving from town to town, chatting to the locals and poking around in dungeons. It doesn't sound particularly original and it isn't. In fact the *only* problem with *Golden Sun* is the amount of role-playing clichés you're faced with. Everything from the 'lad with a sad past' story, to the 'find all-powerful magic stones and return peace' is present, so RPG veterans may find their attention wandering during certain parts of the narrative.

Apart from that, *Golden Sun* is superb. The artwork is nothing short of stunning – utilising the GBA's extensive colour palette to create some truly gorgeous 2D locales. The little character sprites have a wide range of expressions, such as nodding, surprise, sadness and so on, making them likeable enough for you to care about, and the GBA's extra muscle is put to good use with some fantastic sprite-scaling effects and dynamic 3D battles.

It's this solid design that makes *Golden Sun* so worthy of your attention. Just as each and every beautiful location makes exploring a joy, so the fantastic, strategic battles prevent the game's random encounters with enemies becoming a chore. What the plot lacks in innovation, the game's puzzles, battles and characters more than make up for in their masterful execution. *Golden Sun* is an unforgettable – if formulaic – adventure that's not to be missed.

4



A handheld stunner from start to finish.



MEGAMAN BATTLE NETWORK



Battle Chips give Megaman new forms of attack.



GBA REVIEW | **From:** Capcom **Price:** £35 **Save:** On-cart **Players:** 1 **Out:** Now

A bit of a strange one, this. Capcom have been edging the *Megaman* series further and further away from its 2D arcade-shooter roots. The mediocre N64 version, with its adventure leanings, is a prime example of this – and now *Megaman Battle Network* has gone that one step further with a strange RPG adventure that has a distinctly tangy Pokémon flavour.

The game revolves around a schoolkid called Lan, who inhabits a world where internet crime is on the up. Using his PET (a kind of PDA device) he can send a digitised Megaman into cyberspace to track down and battle the criminal threat. So essentially, the game is broken up into two parts: the real world where most of the adventuring takes place, and cyberspace (read classic RPG dungeon) where Megaman goes head-to-head with nasties. Along the way, Lan and Megaman have to pick up Battle Chips (a bit like the TMs in *Pokémon*) which enable Megaman to use different attacks.

While the adventuring is pretty basic, *Megaman Battle Network* really comes into its own with the smart battling system. With each random encounter, Megaman is placed on one half of a grid with the enemies on the other half. He can then move around his section, using combinations of Battle Chips (chosen at intervals during the battles) to attack his enemies. So there's a real sense of strategy combined with the action.

MMBN certainly makes a change from the usual turn-based bore-fests, and with its cheesy yet amusing story, it makes for some highly diverting gaming. Recommended.

3





The real-time battles feature many cunning strategy elements.

SHAUN PALMER'S PRO SNOWBOARDER

GBA REVIEW | **From:** Activision O² **Price:** £35 **Save:** Password **Players:** 1-2 **Single cart link-up:** No **Out:** Now



Top stuntage to rival Tony and Dave's franchises.

According to USA Today, ESPN and a host of others, Shaun Palmer is the Athlete of the Year. And now here he is, reduced to a collection of juddering pixels on a matchbox-sized screen, sliding his way down a snow-covered mountain side in Lo-Res town. What a comedown, eh?

To be fair, *Shaun Palmer* doesn't look all *that* bad, but it's no *Tony Hawk's*. The slopes might feature more spare tyres and abandoned boxes than your usual Colorado run, but they're featureless compared to the maps in other O² titles – and the lack of shadows on the obstacles and scenery makes finding your way up, over and along the rails, fences and ramps a temple-throbbingly frustrating experience.



Shaun *might be a minger but play it for five minutes and you're hooked.*



But it's worth sticking with *Shaun*. Explore every corner of the slopes and you'll uncover a wealth of alternate routes, hidden ramps and secret obstacles, and before too long you'll be hooked on searching for the perfect route to the bottom. Stringing together jumps, tricks and grinds is enormously gratifying, and racking up a 20,000-point combo will make you *feel* like Athlete of the Year.

It's still irritating not to be able to explore the map at will, *Tony Hawk's*-style – the mountain is always scrolling away behind you, and it's a pain watching juicy-looking obstacles race off into the distance because you took a wrong turn or *just* missed a jump. But *Shaun Palmer* makes up for this by mixing up the challenges – one minute you're collecting letters and aiming for a big score, the next you're racing three cruel CPU competitors down a terrifyingly steep run. Great stuff.

So, all we need now is O²'s *Eddie 'The Eagle' Edwards' Pro Ski-Jumper* and we're laughing. Literally.

3



Is bomb-kicking an actual martial art?



In its time, IK was... er, a very average little game.

INTERNATIONAL KARATE ADVANCED

GBA REVIEW | **From:** Studio 3 **Price:** £35 **Save:** Password **Players:** 1-3 **Out:** Now

When an '80s fighting game is best remembered for the cheat that made the combatants trousers 'hilariously' fall down, you might wonder what the point would be of bringing it up to date for a new, more discerning generation of gamers.

And you'd be bang on. *International Karate Advanced* does try to make the best of its out-of-date martial art – the characters' outrageous '70s afros are a nice touch – but up against the *Street Fighters* and *Tekkens* of the modern world, it's an embarrassingly old-fashioned affair. A handful of moves; a smattering of tiny 2D arenas; and some of the most painfully slow fighting in beat-'em-up history (you have to wait three seconds for a character to get up after a fall, for Pete's sake!) – *IKA* had us yearning for another go on *Smash Bros Melee*.

We're fond of the bomb-kicking, ball-deflecting bonus modes, but that doesn't make up for being bored to tears by the rest of the game.

2

MIDNIGHT CLUB STREET RACING

GBA REVIEW | **From:** Rebellion **Price:** £35 **Save:** On-cart **Players:** 1 **Out:** Now

Well, it's fast. But hard as it tries, speed is about all that *Midnight Club: Street Racing* – a game based *extremely* loosely on a recent PlayStation 2 title – has going for it.

Midnight Club might *look* like *Grand Theft Auto*, with its top-down cityscape, realistic road networks and computer-controlled traffic. But this is a straight racer rather than a crime-fuelled speed-'em-up, and it plain and simple doesn't work. There's no track map, so you're forced to follow a green direction pointer through various 'checkpoints' – and because it doesn't adjust for you taking shortcuts or wrong routes in the same way as, say, *Crazy Taxi*, you're left blindly following the arrow for the whole race. Dull, dull, dull – something that's only compounded when you see every CPU opponent doggedly sticking to a pre-determined racing line.

It's momentarily a laugh to scream around New York and London streets, playing chicken with oncoming cars and churning up grass in the local parks. When that moment's gone, you might as well use the *Midnight Club* cart as a doorstop. A waste of gaming time.

1



It's just like Grand Theft Auto! *Except without the Theft. Or the Grand.*



We want your Game Boy tips! Send them to: GB Tips, NGC Magazine, 30 Monmouth St, Bath, BA1 2BW. The best one each month will win an Action Replay Online cart from Datel (01785 810826, www.codejunkies.co.uk).

KLONOA EMPIRE OF DREAMS



AVOID LOSING LIVES
Press Start when you have just one heart left, then select 'Retry'. You'll arrive back at the last door you stepped through, with exactly the same number of lives as before. Mint!

EXTRA LIVES
After starting the Hoverboard stage, collect the first extra life, then race onward and leap up for a second. Finally, just before the finish line, there's a third bonus life you can leap up to.



ALIENATORS: EVOLUTION CONTINUES

LEVEL PASSWORDS
Level 2: MDKMZKCC
Level 3: 3BHSZSKTC
Level 4: 4ZKTSHKMC
Level 5: JLPFDKHB
Level 6: HMDBRKCB
Level 7: GLDKLKZB
Level 8: GLPKLKRB
Level 9: GLDJBKKF
Level 10: GLPJBKFF
Level 11: GLDKBKZF
Level 12: GLPKBKRF
Level 13: GLDJLKHD





INSPECTOR GADGET

LEVEL PASSWORDS
Statue of Liberty 1 *7*MM14
Statue of Liberty 2 *3HMLI4
The Tower: The Watch R3*3M64
The Tower: The Lift R7H3L64
The Tower: Higher *CH3L24
The Great Wall: At the Foot of the Great Wall *H*3M24
The Great Wall: On it R5*3MR4
Big Ben: The Palace *3RM33P
Big Ben: The Top RHRM37P
Egypt: The Valley RC7M27P
Egypt: The Great Pyramid *9R33XP



ATLANTIS: THE LOST EMPIRE

LEVEL PASSWORDS
Level 2: BMQDNPJS
Level 3: BRZSGZDY
Level 4: BVMJFYLG
Level 5: B7JHPMHC
Level 6: C6XQLUNF
Level 7: COCNQQIY

ACTION REPLAY CODES

ZELDA: ORACLE OF AGES

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0163AFC6

MEGA JUMP
019014D0

MEGA JUMP
010CA3C6

THE ADVANCE SHOP
01EA14CF

ALL HEART PIECES
0106ACC6

INFINITE MAGIC FIRE POWDER
0109BCC6

ZELDA: ORACLE OF SEASONS

INFINITE SEEDS
9199B5C6
9199B6C6
9199B7C6
9199B8C6
9199B9C6

ROD OF SEASONS AND ALL FOUR POWERS
918FB0C6

ALL SECONDARY ITEMS
91ff96c6
91ff97c6
91ff98c6
91ff99c6
91ff9ac6
91ff9bc6
91ff9cc6

CROC 2

INFINITE LIVES
9163f0c9

INFINITE HEALTH
9103eec9

MAXIMUM ATTACK POINTS
9163f6c9

FIVE CRYSTALS FOR ALL LEVELS
91ffe3c9



ASK OAK!

"Another batch of mails from hapless Pokémon trainers this month. But that's what I'm here for, I guess. Am I due a pay rise yet?"

Katie Morris, Cardigan: I've got both *Pokémon Gold* and *Silver* and I'm trying to get Politoed and Steelix but I don't know how to evolve them. Please help me.



Prof. Oak: Some Pokémon can only be evolved by trading them with a friend. In the case of Poliwhirl and Onix you'll also need to attach special items to them in order for them to evolve. For Politoed, you should attach the King's Rock to your Poliwhirl and trade, and for Steelix, attach Metal Coat to Onix and change. The desired Pokémon should now be yours to keep forever.

Martin Brown, Hull: I'm a greedy beggar, Prof. Oak, and all I care about is filling my pockets with cash. Can you recommend some ways I can collect together more money than JK Rowling?

Prof. Oak: Yes, I can. You need a Pokémon with the Pay Day move – Meowth is a prime example. Battle any wild Pokémon, and use *only* the Pay Day move. If it connects, you'll earn yourself a whopping $40, and for every consecutive hit you'll bag even more dollars. You'll have to actually defeat the monster to collect your winnings, mind. If that isn't enough for you, line up two 7s on a fruit machine at Golden Rod Game Corner, then hold A until the third row shows up a 7, too. That's 300 coins!

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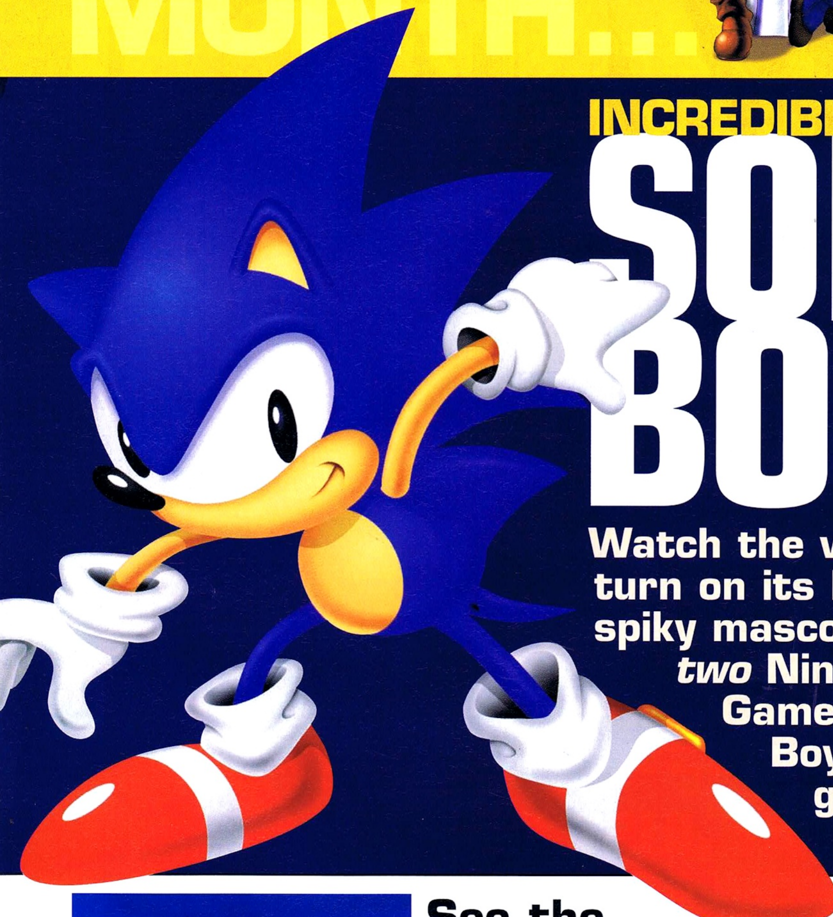
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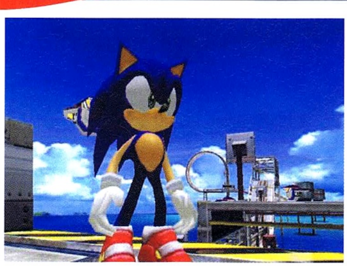




INCREDIBLE!

SONIC BOOM

Watch the videogame world turn on its head as Sega's spiky mascot crash-lands on *two* Nintendo platforms! Gamecube and Game Boy Advance *Sonic* games reviewed!



See the Gamecube-GBA link cable in action for the first time!



PLUS!

REVIEWS EXTRAVAGANZA

SSX Tricky
Simpsons: Road Rage
Dark Summit
Rune
Animal Forest+
...and more!

As Gamecube continues to take over the world, we'll have a ton of *huge* reviews.









AT LAST!

GAMECUBE UK

When? How much? How many games? We grill the people who matter at Nintendo UK and reveal *everything* about Gamecube's launch in Blighty. Don't miss it!



PLUS!



Magical Vacation, *Wizards*, *Jet Riders* – all these and a whole load more on Game Boy Advance!

NGC ISSUE 65

ON SALE THURSDAY 14TH FEBRUARY

All magazine contents and free gifts subject to change. Sorry about that.

Reserve a copy of NGC!

Fill in this form, hand it to your newsagent and ask them to save you a copy of NGC/65 – before it disappears from the shelves!

Name ....

Address ....

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Welcome to Club GC, the part of the magazine designed to help you get the most out of your games.

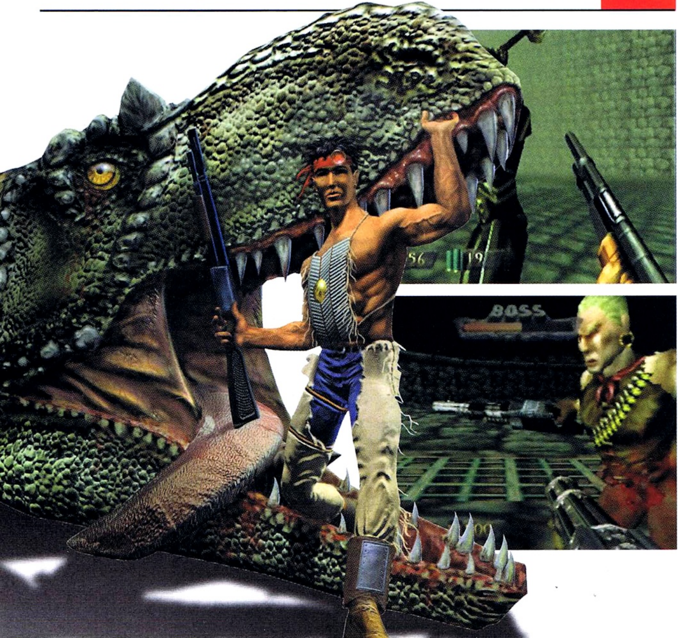
TOTAL GAME SERVICE FOR NINTENDO OWNERS

Club GC

The making of...

TUROK DINOSAUR HUNTER

He's got a serious grudge against big lizards – here's where it all started... 90



ALSO THIS MONTH...

The tips you want, quickly...

TIPS EXTRA

YOUR MOST WANTED TIPS

Only the freshest tips are hand-picked for the finest blend each month.

TONY HAWK'S PRO SKATER 2

To access these cheats, pause the game and then hold down the left shoulder button before tapping the following buttons...



25 PER CENT EXTRA SPEED
Left-C, Bottom-C, Top-C, Down, Up, R.

PERFECT BALANCE
Bottom-C, Right, Down, Left-C, Bottom-C, Top-C, Right-C, Left-C.

BIG SCORE
Bottom-C, Bottom-C, Bottom-C, Bottom-C, Left-C, Right-C, Right.

MAXED-OUT SPECIAL
Left-C, Bottom-C, Top-C, Right, Right-C, Right.



ALL STATS AT 13
Bottom-C, Left-C, Left-C, Top-C, Up, Down, Right, Left.

TURBO
Down, Left, Top-C, Bottom-C, Left-C, Right, Up.

SIM MODE
Left, Right-C, Right, Down, Bottom-C, Up, Up.

SLOW NICK MODE
Top-C, Down, Left, Left-C, Bottom-C, Top-C, Right-C.



DOUBLE-MOON PHYSICS
Bottom-C, Left-C, Right-C, Left-C, Up, Bottom-C, Down, Right, Bottom-C, Bottom-C.

FLIGHT MODE
Right, Up, Bottom-C, Top-C, Bottom-C, Left-C, Left-C, Right-C.

THIN SKATER
Left, Right-C, Down, Bottom-C, Down, Up and Up.

FIGHTERS DESTINY





EASY NINTH SKILL
Once you've mastered all eight skills from fighting the Master, duplicate your save game on to two control packs and stick them into two joypads. Now head for the Win or Lose mode and beat the spare opponent. They will lose a skill, but you will earn yourself a shiny star and red circle next to your name – oh, and the ninth skill.

BEAT USHI EASILY
You'll need to stay alive for at least one minute against this opponent – so you'll want to find ways of stopping his attacks. Select a character with a good uppercut move and then juggle Ushi in the air with your standard combo. Vallerie is good for this, as her back-flipping uppercut (back, forward, B) followed by her B, B, B, A combo will ensure you waste plenty of time. Successful dodging and blocking will open Ushi up to these attacks time and time again.

BEAT MASTER MODE EASILY
First of all don't wait for the wheel to get really fast before selecting – otherwise you'll more than likely end up with the nasty Joker. Press that button *early*. Next, stay away from the edge because the Master will pull you down every time. Once you've got those two easy rules sorted, cheat your way to victory, as he'll fall for the same move over and over. Throws and sweeps are the best way to score easy points – as well as the moves he teaches you himself.

EASY TIME ATTACK MODE
This is another deceptively easy mode. Remember to use knockdowns every time for the first four rounds – if a rival blocks, just restart as it's easy to get through the first two characters in around ten seconds this way. For the Joker and Master, it's a case of getting in the first hit and playing cheap. If you find a move that works well, just repeat it as they're not exactly the smartest fighters in the world. Remember the uppercut-juggle technique too, as this will mess them both up real bad.

RESIDENT EVIL

INVINCIBILITY
Load up a new game at the main menu and immediately after enter:

Down, Down, Down, Down, Left, Left, Left, Left, L, R, R, L, Top-C, Bottom-C.

If you entered the code correctly, you'll be returned to the main menu.

FOURTH SURVIVOR GAME
Go to the Load Game menu and enter:

Up, Down, Left, Right, Left, Left, Right, Right, L, R, Top-C, Right-C, Bottom-C, Left-C.

ROADSTERS



ROADSTERS
To unlock these secrets you'll need to go to the driver select screen and rename your driver as one of the following (make sure you enter the codes exactly as you see them here).

ACTIVATE HELICOPTER VIEW
Chopper

QUICK CASH
fastBUCKS

REVERSE CIRCUITS
Anyway

SILLY VOICES
Smurfing

DIVISION WINS
_Trophies

DIFFERENT RESOLUTION
Extra rez

BIG WHEELS
BigWheels

REMOTE-CONTROLLED CARS
Car Radio

STAR WARS VEHICLES
Skywalker

ALL CARS AND CIRCUITS
Gimme ALL

All the cheats will remain in the game until you enter 'Cheatsoff' as your driver name.

TOFU SURVIVOR GAME
Go to the Load Game menu and enter the following:

Up, Down, Left, Right, Left, Left, Right, Right, L, R, Top-C, Left-C, Bottom-C, Right-C.

SECRET FILM
Go to the S.T.A.R.S. office and head for the drawer in the far left. Search it 50 times in a row and a secret roll of film will appear which you can develop in the darkroom.



WIPEOUT 64

Go to the main menu and hold down Z, L and R before inputting the following codes. You'll get a flashing green screen if you've done it correctly.

ALL CRAFT
Bottom-C, Bottom-C, Bottom-C, Bottom-C, Right-C, Top-C, Left-C.

INCREASE WEAPONS DAMAGE
Left-C, Right-C, Bottom-C, Left-C, Right-C, Bottom-C, Top-C.





UNLIMITED...
Hold Z, L and R during the game and enter the button codes below for the following effects:

Unlimited energy
Top-C, Bottom-C, Left-C, Right-C, Top-C, Bottom-C, Left-C, Right-C.

Unlimited ammunition
Bottom-C, Bottom-C, Left-C, Left-C, Right-C, Right-C, Top-C.

Unlimited time
Top-C, Right-C, Left-C, Bottom-C, Top-C, Right-C, Left-C, Bottom-C.

SILICON VALLEY

EXTRA ENERGY
Head to the Saved Game screen and enter the following:

Left-C, L, Z, Down, L, Z, Left-C, Right-C.

OPEN SECRET STAGE
At the Bank Menu, enter the following quickly, using the D-pad:
Down, Up, Z, L, Down, Left, Z, Down.

OPEN ALL LEVELS
To unlock all of the levels in each world, enter these button codes in the Bank Menu.

Euro Eden
Up, Down, L, Z, Down, Up, Z, Down.

Arctic Kingdom
Up, Down, Z, L, Down, Right-C, Z, Down.

Jungle Safari
Up, Down, L, Z, Down, Left-C, Z, Down.

Desert Adventure
Up, Down, L, Z, Down, Right, Z, Down.

Celebration Parade
Up, Down, L, Z, Down, Right, Z, Down.

ACTION REPLAY



COMMAND & CONQUER

Infinite money NOD
810C575E FFFF

Infinite money GDI
810C55B6 FFF

Infinite health Commando
810B5364 0080

Infinite power GDI
810C55D6 FFFF

Infinite power NOD
810C577E FFFF

Jamie Ricketts, Whitby

MISSION IMPOSSIBLE



Infinite ammo
800A90A7 00FF
800A90B7 00FF
800A90C7 00FF
800A90D7 00FF
800A90E7 00FF
800A90F7 00FF

Infinite health
810864C2 FFFF

Dwarf mode
800894B1 0007

Turbo mode
80089BD8 0001

Big hands and head
800894B1 0005

Start with Uzi and full ammo
800A90C5 0002
800A90C7 00FF

Paul Bell, Torquay

For information about Action Replay carts, call Datel on **01785 810826** or visit **www.codejunkies.co.uk**

YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll stick the best into our Readers' Tips column over the page, and if you make it in, we'll send you a rather flash **NGC** pin badge. If you get the coveted number-one slot, you'll get something extra special.

cut out and send

Name...

Address...

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Postcode...

HERE'S MY TOP TIP

It's for [game name]:

And I've found that if you:

TIPS EXTRA

Send to: Tips Extra, **NGC** Magazine 30 Monmouth St, Bath, BA1 2BW.
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

READERS' TOP 10 TIPS

Remember, the best one wins an Action Replay cart from Datel (**01785 810826, www.codejunkies.co.uk**)



1 CONKERS BFD
In War, if you are the squirrels and you kill at least four of your team members, your team will turn and go after you. Yikes! This allows you to head to the other base, where the other team can't kill you.
Amy Hawthorn, Minchinhampton

2 DONKEY KONG 64
Know the shell-like place in Jungle Japes that only Tiny can go to? Well Chunky can get in there too, by becoming Hunky Chunky, walking over to the area and stopping at the first step. Now jump towards the small opening.
Paul Eastleigh, Nottingham

3 TONY HAWK'S 2
To unlock Spider-man as a playable character, play through the career mode with your created skater, making sure you get 100 per cent on each course, including gold on all the competitions.
Charlie Mathers, Lancaster

4 CONKERS BFD
Go to the 'Nasty/Nice' sign and stand near the butterflies. If you leave Conker idle for a while, he'll torch them, saying, "I hate butterflies".
Hotchimp, e-mail

5 TWINE
If you want to earn the Gadget Wars cheat on Fallen Angel, shoot the cameras in the poison gas room so you can simply run through the level without having to climb all the ladders.
Stephen Greaves, Matlock

6 MYSTICAL NINJA
Right at the end of an Impact movie scene, the background changes to orange and yellow stripes. When the background's like this, you can swivel Impact's head with the analogue. Weird.
Richard Hill, Preston

7 MARIO TENNIS
If you rapidly press A and B alternately before you hit the ball, you'll pull off a brilliant smash shot.
Charlotte Levy, Devon

8 LUIGI'S MANSION
In the room where the invisible candle-carrying ghost rests, use your camera to find a mouse hole in the skirting board. Take a photograph of it and you'll be whisked to a secret treasure room.
Laura Gardener, Manchester

9 POKÉMON STADIUM 2
Go to the lab and move all the Furrets from your GBC game, then make sure you have a Girafarig in your team. Now, when you start the Furrets Frolic minigame, you'll be playing as a Girafarig. This works with Pikachu and Pichu on the Power Plant game, too.
Jacob Chhapi, Leicester

10 BANJO-TOOIE
Bill Drill the boulder next to Banjo's house and you'll find a fish. Take it and drop it into a moat and it will teach you how to swim faster.
Gregor Manby, Monifieth





DR KITTS' GAME CLINIC

More tips prescriptions for your gaming ailments...

Dr Kitts,
Please help. I'm stuck in *Conker's Bad Fur Day* on the bit where you're in a tank and you have to blast the legs from under a tower. Every time I get out to lower the bridges I just get wasted. It's driving me mad.
Aaron Fischer, Leamington Spa

Dr Kitts suspiciously eyes Teddy Ruxpin skulking out of a nearby lingerie store...
It's a nasty one alright. Unfortunately, it's often as much down to luck as skill. Still, there are some hard and fast tactics you can use. First of all, make sure any Tediz are out of the way before leaving your tank. If need be, just run around to make them appear before jumping back into the tank to shoot them. Also, remember that Tediz can be run over for quicker kills. If the



SUPER MARIO 64



Dr Kitts,
Please help. I'm desperately trying to get all the red coins in the Flying Rainbow stage in *Mario 64*, but it's just way too difficult. Got any tips?
James Harding, Salford

Dr Kitts laughs and glares at the sun until his retinas burn.
Blimey, there's a blast from the past. You're right – this is an exceptionally tricky level, so pay attention. The first rule is that the cannon is your best friend and is a dead cert to get you to any platform you may have difficulty reaching. Next up, play it safe. If you fall you have to start all over again, so don't spend too much time in the air. Stop to bag another cap at regular intervals and don't try to make it to a platform you don't think you can get to – if your cap runs out it will be your undoing. Lastly, plan a successful route and stick to it. If you break the level down stage by stage you should eventually make it.

LUIGI'S MANSION

Dr Kitts,
In *Luigi's Mansion*, I'm stuck in the twins' bedroom. Sometimes I can get them to appear and then they say something and hide in boxes. I think I'm supposed to choose the right boxes every time, but they keep moving around. Sometimes when I try that room they don't even appear. What's going on?
Gareth Edwards, Newport

Dr Kitts enters cryo-stasis and dreams of Gamecube's launch…
No problem Gareth. Just follow these three simple steps to victory.



Enter the room, climb the bunk ladder and suck or blow the mobile on the ceiling.



Next, go up to each box and give it a suck. If it shakes one of the twins is hiding in it.

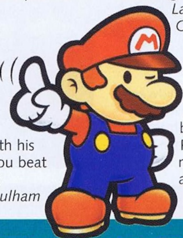


Once you've found both twins they'll attack. Simply suck the toys they ride before hoovering them up. Job done.



gun turrets are going crazy at you, it's best to hide behind the raised bridges until they calm down. Lastly, always park your tank as near to the raised bridge as possible – so that it won't take long to get to safety – and remember the final three Tediz lurking on the far side when you take out the last tower leg. They're a real pain in the backside.

Dr Kitts,
In *Paper Mario* I've got as far as the boss in Cloudy Climb, but the battle just goes on for ages and ages and in the end he just wastes me with his electric attack. How do you beat him? I'm at my wit's end!
Katie Watts, Fulham



Dr Kitts vows to make Julie Andrews pay for her crimes against humanity…
Huff N. Puff and Tuff Puff are a real nightmare at times. As you said, the electrical attack is pretty nasty, taking off a whopping 12 hit points every time it hits. The most important thing to remember is to keep your energy topped up, even if you don't think you're that vulnerable. Make sure you use special moves that attack the whole party, as every time you hit Huff N. Puff, Tuff Puff fall off and is then sucked back into the boss to recover HPs. Remember that the electric attacks come every few rounds so get ready for them by replenishing your health again. Also, make sure you use Lakilester as your companion. Good luck.

Dr Kitts,
My friend says that there is a secret Mewtwo stage hidden in *Pokemon Puzzle League*, but I can't find it anywhere. Please tell me he's winding me up so that I can go over and smack him.
Anne Chadwick, Blackpool

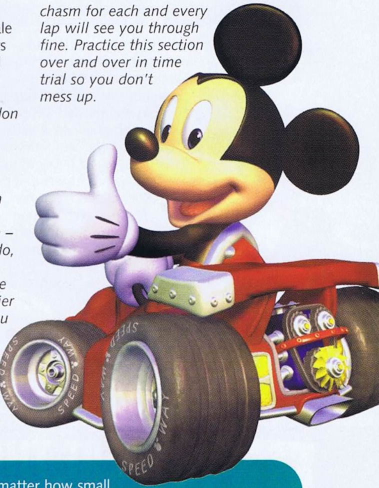
Dr Kitts pours the last jug of custard down his rubber slacks.
You're out of luck there I'm afraid – he's actually telling the truth. To unlock the Mewtwo stage you'll need to go to the trainer select screen in the Two Player Stadium. Hold down Z and press B, Up, L, B, A, Start, A, Up and R. You'll now automatically be taken to Mewtwo's stage.

Dr Kitts,
I'm having an absolute nightmare on *Mickey's Speedway USA*. Frantic Finale is just too darn tough. The CPU racers cheat, there are too many pitfalls and I'm on the verge of tears. Help me before my heart fails.
Daniel Lane, London

Dr Kitts agonises over the 'tough or chewy' Werthers Original quandary.
Erm… so you're not overreacting or anything, then? Luckily for you, I can appreciate the heartache this can cause. The nastiest tracks are Oregon – with its thin walkways – and Colorado, because it's ridiculously demanding. For the best results it's best not to use the powerslide too much, as on trickier sections of the course it can make you lose control. For Oregon, it's essential that you get to the head of the pack as fast as possible so you can use the splotches to litter the thin track sections – keeping the opposition at bay. As for Colorado, using the bridge over the massive



chasm for each and every lap will see you through fine. Practice this section over and over in time trial so you don't mess up.



GOT A GAMING QUERY?

No matter how small or precise, write to Dr Kitts for the answer. Detail your problem on the form below (or a separate piece of paper) and post it off to:

cut out and send

Name…………………………………………

Address…………………………………………

…………………………………………

…………………………………………

…………………………………………

…………………………………………

Postcode…………………………………………

GOOD AFTERNOON DOCTOR…

I've got this terrible gaming affliction – it's like this, you see…

DOC KITTS

Send to: Dr Kitts' Game Clinic, **NGC** Magazine, 30 Monmouth St, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Developers versus us versus you

I'M THE BEST

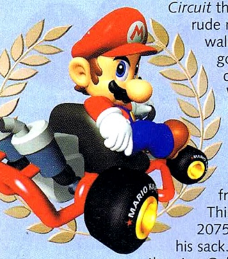
"I'm simply the best! Better than all the rest! Better than anyone! Better tha..." ***(Snip – Ed.)***

KEY TO THE LEAGUES
▲ GOING UP ▶ NON-MOVER
▼ GOING DOWN Ⓝ NEW!

STAR PERFORMANCE Gold




Alright, so it isn't an N64 game. But we were so impressed by Robert McGrae's performance on the Game Boy Advance's glorious *Mario Kart: Super Circuit* that we decided it'd be rude not to give him a hefty wallop on the back. Triple gold stars on every single course? 120 stars in all? We're speechless. Mr McGrae will soon be opening the door to a grinning postman hauling a gold Gamester joypad from Wild Things (029 2075 5774) in his sack. Oh, and there's a Gold Star Performance certificate in it for Robert, too. Fandabedozee.





STAR PERFORMANCE Silver



Looks like Tony "Invincible" Dunster will have to change his middle name pronto. Two of the times that rocketed him to the top of all four *Perfect Dark* leagues have this month been soundly trounced by the one they call 'Andrew Simmonds'. Andrew casually knocked an incredible *16 seconds* off Tony's Area 51: Escape record, and also gave his Carrington Villa time a good seeing-to. For services rendered, Andrew wins himself a Star Performance certificate decked in silver. Think you can do better? Send in proof – and maybe you'll be sitting pretty atop the *PD* leagues next month.



STAR PERFORMANCE Bronze



The *San Francisco Rush 2049* scores just keep rolling in, and from all four corners of the globe, too – the latest certificate-worthy performance has sailed all the way from sunny Norway. Lars Barlindhaug notched up 16,878 points with a *single stunt* on the Disco track in Midway's much-underrated racer, on top of a frankly ridiculous total score of 1,252,489 points. And just look at how long he had to sit in front of the game to get there – *15 hours*! If that isn't deserving of a Bronze level Star Performance certificate, we don't know what is.



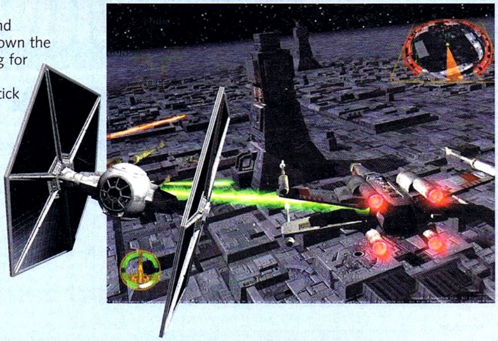
BEAT THE DEVELOPER SPECIAL!



He's back! Last issue, James Honeywell – product executive and all-round gameshead at Nintendo UK's headquarters in deepest Slough – flung down the gauntlet with a *Luigi's Mansion* score that had the whole office gasping for breath. We'll have the results of that challenge in **NGC**/65 – but in the meantime, James has been staying up late fiddling with his analogue stick once again, and stumped up another Gamecube score. Look long and hard at that face, and tell us you're not tempted to wipe the wicked grin off it...

What they've been playing

This month, James has been mostly playing Star Wars: Rogue Leader, *the stonking shooter that we gave 87 per cent back in* **NGC**/*63. We saw Mr Honeywell showing off his Gamecube skills before an impressed crowd at September's Nintendo Show in London, so we knew to expect a score of champions – and sure enough, he's managed a slightly frightening record of 13 gold medals and one silver. Think you can do better? Frankly, we doubt it. But if you fancy giving it a go, send your Honeywell-thrashing* Rogue Leader *time (Japan or US version) to the usual address. The best we get by the time we start* **NGC**/*66 wins a nice joypad.*





MARIO KART 64

BEST RACE TIMES



MARIO RACEWAY

	1	1'07"97	Jess Walters, *Chesterfield*
	2	1'08"93	Tony Dunster, *London*
	3	1'09"36	Mark Green, NGC
	4	1'09"88	Martin Kitts, *ex-NGC*
N	5	1'11"42	Kyan S Kia, *Halifax*

TOP TIP

On the bend before the hairpin with the giant mushroom, powerslide uphill and turn to face the wall on the other side. When you hit the track, use your mushroom and you'll fly over the wall.



KOOPA TROOPA BEACH

N	1	1'37"24	Sami Cetin, *London*
	2	1'39"99	Jess Walters, *Chesterfield*
	3	1'42"41	Paul Dossis, *Gameplay Studios*
	4	1'42"55	Tony Dunster, *London*
	5	1'42"74	Kyan S Kia, *Halifax*

TOP TIP

Use your mushroom on the section which splits past the huge rock with the left and right arrows. This will give you added pace, but you'll have to use the hop to get through the normal shortcut.



ROYAL RACEWAY

	1	2'15"37	Kyan S Kia, *Halifax*
N	2	2'18"28	Peter Shrubshall, *Tenerife*
N	3	2'54"59	Sami Cetin, *London*
	4	2'54"82	Paul Dossis, *Gameplay Studios*
	5	3'00"96	Jess Walters, *Chesterfield*

TOP TIP

Not any shortcuts to speak of here. Just make sure you get a powerslide boost on every corner and stay tight round the bends. You can also try powersliding over the grass before the big jump.



LUIGI RACEWAY

N	1	1'15"45	Daniel Weaver, *Warwickshire*
	2	1'47"67	Kyan S Kia, *Halifax*
	3	1'54"28	Paul Dossis, *Gameplay Studios*
	4	1'56"16	Jess Walters, *Chesterfield*
	5	2'06"43	Tony Dunster, *London*

TOP TIP

Always get as many boost slides as possible. You should be able to get at least three on each bend, especially the long sweeping bends, and at least two inside, and in the exit of, the tunnel.



PERFECT DARK

BEST TIMES (AGENT MODE)



DATADYNE: DEFECTION

	1	0m 36s	Tony Dunster, *London*
	2	0m 42s	Alan Maddrell, NGC
	3	0m 44s	Chris Wade, *Grantham*
N	=	0m 44s	Stuart Strachan, *Dundee*
N	=	0m 44s	Daniel Weaver, *Warwickshire*

TOP TIP

The best tactic is to just keep charging forward. Don't hang around to kill everyone and just move forward pumping lead into anything that gets in your way. Remember to reload constantly.



CARRINGTON VILLA

N	1	1m 20s	Andrew Simmonds, *Hampshire*
	2	1m 22s	Tony Dunster, *London*
	3	1m 47s	John Holland, *Nottingham*
N	4	1m 49s	Daniel Weaver, *Warwickshire*
	5	1m 53s	Chris Wade, *Grantham*

TOP TIP

As with most missions, it's important to memorise the enemy position and level layout. It's also worth remembering the sniper positions so that you can take them out with little fuss.



G5 BUILDING

	1	1m 02s	Tony Dunster, *London*
N	2	1m 28s	Stuart Strachan, *Dundee*
	3	1m 38s	Chris Wade, *Grantham*
	4	1m 39s	John Holland, *Nottingham*
N	5	1m 49s	Daniel Weaver, *Warwickshire*

TOP TIP

Remember to use the CMP's lock on function as soon as you pick one up. You don't want to waste time against those cloaking Datadyne personnel. Also, be sure to keep your cam-spy out of sight.



AREA 51: ESCAPE

N	1	2m 38s	Andrew Simmonds, *Hampshire*
	2	2m 54s	Tony Dunster, *London*
N	3	3m 25s	Daniel Weaver, *Warwickshire*
	4	3m 30s	Karl Davies, *Suffolk*
N	5	3m 35s	Stuart Strachan, *Dundee*

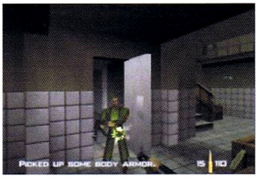
TOP TIP

At the start, leg it to the corridor, ignoring everything else before tapping B at the top so that Elvis hovers after you. Then on in, it's a case of grabbing a Super Dragon for the quick kills.



GOLDENEYE 007

BEST TIMES (AGENT MODE)



FACILITY

		Time	Name
▶	1	1'01"	Tony Dunster, *London*
▶	2	1'05"	Kyan S Kia, *Halifax*
N	3	1'08"	James Hogg, *Barnet*
N	4	1'10"	Stuart Strachan, *Dundee*
▼	5	1'12"	Jess Walters, *Chesterfield*

TOP TIP

There are large sections of this level you don't have to navigate at all. The only trouble you may have in terms of time wasting is Dr bleedin' Doak. If he's not in the labs, just abort and try again.



ARCHIVES

		Time	Name
▶	1	0'20"	Tony Dunster, *London*
▶	2	0'22"	Jess Walters, *Chesterfield*
▶	=	0'22"	Kyan S Kia, *Halifax*
▶	3	0'25"	Alex Williams, *Worcestershire*
N	4	0'26"	James Hogg, *Barnet*

TOP TIP

Strafe for your life. The zig-zagging technique is essential here. Also, remember your ability to destroy crates. This will make killing any hiding guards a damn sight easier.



BUNKER 2

		Time	Name
▶	1	0:32	Tony Dunster, *London*
▶	2	0:36	James Hogg, *Barnet*
▼	3	0:38	Kyan S Kia, *Halifax*
▼	4	0:39	Jess Walters, *Chesterfield*
N	5	0:42	S. Strachan/D. Weaver, *Dundee/Warwickshire*

TOP TIP

Get rid of surveillance equipment fast. Avoiding the shade wearing double-shooter guards will also save you loads of hassle. And using the windows in the doors will score you easy head shots.



TRAIN

		Time	Name
N	1	0:36	James Hogg, *Barnet*
▼	2	1:51	Jess Walters, *Chesterfield*
▼	3	1:55	Kyan S Kia, *Halifax*
▼	=	1:55	Tony Dunster, *London*
N	4	2:03	Daniel Weaver, *Warwickshire*

TOP TIP

Memorise guard locations, stand your ground in the open and just blast them in their faces. Then speed through – the second you open the door to the main carriage, pump the room full of lead.



F-ZERO X

BEST RACE TIMES



MUTE CITY

		Time	Name
N	1	01'16"428	Andy Simmonds, *Hampshire*
▼	2	01'26"736	Tony Dunster, *London*
N	3	01'29"062	Karoutas Andreas, *Greece*
N	4	01'29"098	Adam Goodwin, *York*
▼	5	01'29"355	Benjamin Tatlow, *London*

TOP TIP

This course has four speed boosts. Memorise their locations so you hit them all. It's also a good idea to steadily pump your boost power to feel it's benefits for the duration. And approach the head of the pack early to avoid any traffic.



DEATH RACE

		Time	Name
▶	1	0'29"734	Tony Dunster, *London*
N	2	0'41"430	Andy Simmonds, *Hampshire*
N	3	0'45"600	Adam Goodwin, *York*
▶	4	0'45"712	Kyan S Kia, *Halifax*
N	5	1'01"191	Philip Erskine, *Belfast*

TOP TIP

The easiest ways to score kills is to knock ships off the track. Drive parallel to the ship you want to destroy, double-tap the relevant trigger and nudge the analogue towards them at the same time. Careful you don't spin off yourself, mind.



ZELDA: OCARINA OF TIME

BEST SCORE



GERUDO EQUESTRIAN SHOOTING RANGE

		Score	Name
▶	1	2000	Tony Dunster, *London*
▶	=	2000	Kyan S Kia, *Halifax*
▶	=	2000	Tom Demandt, *Belgium*
N	2	1960	David Cathrine, *Edinburgh*
N	3	1920	James Hogg, *Barnet*

TOP TIP

Once you've got the gist of where everything is, concentrate on claiming as many bullseyes as possible (1000 points each). As they say, practice makes perfect.



BANJO-KAZOOIE

BEST TIME (10 JIGGIES, 100 NOTES, 2 HONEYCOMBS)



MUMBO'S MOUNTAIN

		Time	Name
▶	1	00:07:33	Tim Weaver, NGC
▶	2	00:07:45	Alan Maddrell, NGC
▶	3	00:08:20	Steve Jalim, ex-NGC
▶	4	00:09:22	Mark Green, NGC
▶	5	00:11:04	Tim Weaver, NGC

TOP TIP

Head straight for Bottles to learn the talon trot (this way you move faster). Without Kazooie's help, you'll be hard-pushed to get all ten jiggies in a decent time.



SUPER MARIO 64

BEST TIMES





PRINCESS PEACH'S SLIDE

1	0'12"9	Tony Dunster, *London*
2	0'13"0	Justin Badger, *Wolverhampton*
3	0'13"1	Kyan S Kia, *Halifax*
4	0'16"2	Stuart Strachan, *Dundee*
5	0'16"5	Philip Erskine, *Belfast*

KOOPA RACE 1

1	0'12"7	Andy Simmonds, *Hampshire*
2	0'18"7	Justin Badger, *Wolverhampton*
3	0'21"4	Nik Bowen, *Gameplay Studios*
4	0'22"9	Mark Green, NGC
5	0'24"2	Patrick Holland, *Co Cork*

TOP TIP

To score under 20 seconds with ease use this shortcut. As you come out of the starting tunnel you'll come to a straight descent. Jump off to the left when you get to this section and try to land on the track below. It may take a little practice to master but it is possible – just make sure you press Z before you hit the track.

TOP TIP

Whatever you do don't use any of the warps, because you'll be cheating and you'll automatically lose. The best route is to take the main path. Make sure you use the Long Jump technique as much as possible as it is significantly faster than running. You should be aiming to get well under one minute if you can.



ZELDA MAJORA'S MASK

BEST TIMES





GORON RACES

1	1:15:23	Tom Demandt, *Belgium*
2	1:18:29	James Hogg, *Barnet*
3	1:21:54	Benjamin Tatlow, *London*
4	1:22:00	Stuart Strachan, *Dundee*
5	1:25:03	Alan Maddrell, NGC

BEAVER RACE 2

1	1:15:23	Tom Demandt, *Belgium*
2	1:47:00	James Hogg, *Barnet*
3	1:50:18	Alan Maddrell, NGC
4	1:55:42	Tim Weaver, NGC
5	1:57:07	Steve Jalim, *ex-*NGC

TOP TIP

The main tactic here is to make absolutely sure you don't deviate from the inside line. If you can hold it all the way you'll get a great time. Also avoid hitting anything – it'll slow you down a treat. And make sure you never run low on magic by collecting as many green bottles as you possibly can.

TOP TIP

This is very straightforward. It's worth remembering that the rings themselves will stall Link if he hits the rim, so always make sure you line yourself up as centrally as possible. Other than that, it's merely a case of memorising the layout and practising until your eyes bleed and you realise you've not eaten for 10 years.

HERE'S MY BEST TIME

cut out and send

SUPER MARIO 64 — Best times
- Princess Peach's Slide ________
- Koopa Race 1 ________

GOLDENEYE 007 — Best times (Agent)
- Facility ________
- Archives ________
- Bunker 2 ________
- Train ________

MARIO KART — Best race times
- Mario Raceway ________
- Koopa Troopa Beach ________
- Royal Raceway ________
- Luigi Raceway ________

F-ZERO X — Best race times
- Mute City ________
- Death race ________

ZELDA MAJORA'S MASK — Best times
- Goron Races ________
- Underwater Beaver Race 2 ________

BANJO-KAZOOIE — Mumbo's Mountain (10 jiggies, 100 notes, 2 honeycombs)
- Mumbo's Mountain ________

ZELDA: OCARINA OF TIME — Best score
- Equestrian Shooting Range ________

PERFECT DARK — Best times (Agent mode)
- Datadyne: Defection ________
- Carrington Villa ________
- G5 Building ________
- Area 51: Escape ________

Name ....

Address ....

....

....

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....

Postcode ....

You must include **VIDEO EVIDENCE OF YOUR ENTIRE ATTEMPT** for it to be accepted (see Skill Club Next Gen if you're not sure how to do this). Tapes MUST have a label attached, with your name, address and score and time easily legible or they will be thrown into our big pit of despair.

If you'd like to have your video back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them to you.

And remember, each issue of the mag has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the issue after you put your stuff in the post – it'll be there in the next one. So, pack up your bits and send them all to: **I'm the Best, NGC Magazine, 30 Monmouth Street, Bath, BA1 2BW.**

Challenges to test the best

GAME ON

READERS' CHALLENGES

Bless those kindly souls at Rare. Not only do they deliver a highly enjoyable platforming romp, but they're more than willing to chuck in truckloads of minigames to keep your thumbs warm through those lengthy winter nights.

After breaking his hip by attempting to skate through a rugby match, Paul was confined to the **NGC** sick bay for a month, where he developed a deeply irritating *Banjo-Tooie* habit. So, after weeks of having to listen to him wittering on and on and on about his 'hardcore gaming scores' we decided to take back our copy of *Banjo* by force, and attempt to give his records a damn good thrashing, which we did… erm, mostly.

Anyway, over the page are the fruits of our labours. Can do any better?

CONKER'S BAD FUR DAY



TOP CHALLENGE

This month's print-worthy Conker challenge comes from **Carol Reed** from **Exeter**. Start a deathmatch game with four players on the Colours map. One player hops into the chair of the gun while the other three have to grab magnums and head to the base opposite. All three 'snipers' stand on the metal plate next to the gun and try to take out the gunner. The object of the game is for the gunner to survive as many shots as possible before being killed.

Carol's Best: 21 shots

TONY HAWK'S PRO SKATER 2



Cheers to **Martin Holdsworth** from **Derby** for this, the first *Tony Hawk's 2* challenge. In the School arena, try to wallride all the bells, leaving as much time on the clock as possible. For best results, plan the quickest route past each and make sure you don't miss a single one, otherwise you'll lose time having to turn back round and try again – which is funny when you're watching Geraint doing it, but frustrating if you're the one attempting the challenge.

Martin's best: 39 secs

BATTLE FOR NABOO



This challenge from **Miles Townsend** in **Cambridge** requires you to start The Andrevea River mission in *Battle for Naboo*. As fast as is humanly possible, you have to take out all the mines and gun posts in the river with 100 per cent accuracy, without losing shields. Remember where all the mines are and aim carefully before letting off two quick blasts. For the gun posts, creep up to them and find an area where you can hit them without them hitting you. Get to it!

Miles' Best: 1'34"

POKÉMON PUZZLE LEAGUE



Nathan Price from **Camarthen**'s challenge requires super-fast brain and thumb work. Go to the One Player Stadium and set difficulty to Hard. You must now beat the first two opponents (Gary and Brock) in under two minutes – so you'll have to add your time from the first match to the second. The best, easiest and most efficient combo is the vertical block of five, so match up two vertical rows of two at the top and bottom before sliding in the final block in the middle.

Nathan's Best: 1'49"

NOW IT'S YOUR TURN!



GAME ON



CHALLENGES WANTED!

As well as all the usual games, we're particularly interested in challenges for…

Pokémon Stadium 2 • Paper Mario • Star Wars: Battle for Naboo
Conker's Bad Fur Day • Banjo-Tooie • Excitebike 64

We'll print the best of them right here, and what's more, the top challenge each month wins an Action Replay cart from Datel (01785 810826, www.codejunkies.co.uk). Can't say fairer than that.

Send your challenges to:

Game On, NGC Magazine, 30 Monmouth Street, Bath, BA1 2BW



TEAM CHALLENGES BANJO-TOOIE

SAUCER MARKSMAN



One of our favourite minigames, this, and one we're certain most of you have had plenty of practice on. We simply want you to rack up as big a score as possible. The only tip we can really give you for this is to utilise one hand to aim while using the fingers on your free hand to hammer the Z-trigger as fast as you can. Other than that, you're on your own. If, as Kazooie rightly points out, you're getting lower than 550, you're going to need plenty of practice.

Mark's Best: 576

ORDNANCE DODGER



Enter the minigames option and select Ordnance Storage. The rules are simple: disarm all the bouncing dynamite sticks as fast as you can – but there's a catch. You're not allowed to shoot any eggs and you're only allowed to lose three pieces of honeycomb. Oh, and you're not allowed to pick up any extra health either. Basically, it's a case of planning your route and dodging baddies as best you can. Check out the Grunty clock once you've found all the dynamite.

Geraint's best: 174

HOOP HURRY



Another score-beating task for you again. This time, it's Kazooie's run-and-jump-fest, Hoop Hurry Challenge. *Banjo* newbie Paul has been giving the latest instalment the once over, returning a more than respectable score of 62 – which irritated the Maddrell no end. So in celebration of Paul's new-found love of all things Banjo, we want you to wipe the smile off his face by giving him the beating he deserves for never having played it until now.

Paul's Best: 62

BALLOON BURST



Take to the padded, erm… skies of the Balloon Burst Challenge and try to top another of Paul's recent formidable scores. As far as tactics go, we reckon the best way to rack up the highest score is to make your way to the top of the room and try to blast the balloons from above. That way, you can get a shot at most of them before they disappear. It's also a good idea to use the two-handed technique that we described in the Saucer Marksman challenge.

Paul's Best: 72

TARGITZAN TRIAL



For this challenge we want you to beat Alan's time for the Targitzan Boss – but to make things even more annoying, Alan's decided to put a little twist in the proceedings. In order to succeed, you're not allowed to waste a single shot – even on the Moggies he sends after you – so if you miss anything, it's game over. We suggest you get a mate to time you on a stopwatch, as there's no on-screen clock. The dialogue between sections must also be added to your time.

Alan's Best: 1'21"

KICKBALL KING



Enter the Kickball final in the minigames section for this next challenge. The object of the game is not just to be the winner, but to win by as big a margin as possible over the second place stony. Remember, red balls decrease other players' scores – so you'll want to keep an eye on your nearest rival. For best results, stay close to the middle and aim long-range shots into your goal, while making sure your rival's goals count for nothing.

Geraint's best: 18 point difference

DODGEM MASTER



Simple, this one. You have to get as many points as possible in the three-on-one Dodgem challenge. Try to figure out the best tactics for foxing and stalling Grunty's persistent minions, while aiming to get as many high-scoring glowing orbs as possible. Whatever you do, though, don't commit yourself to any orbs in the corners of the arena – you could well find yourself stuck in the corner for ages. Stay on the move folks, and hope there are plenty of blueys!

Mark's best: 69

GOING FOR GOLD



Surprisingly, the irritatingly chirpy Henry Kelly has nothing to do with this one. Instead we want you to take part in Grunty's Pot o' Gold Challenge and attempt to score 100 jiggies with as much time on the clock remaining as possible. For best results, use the two-handed aim-and-shoot method, and spin in a circle taking out row after row. Speed and rhythm is the key for this one – get it right and you may surprise yourself.

Geraint's Best: 6 seconds remaining



In association with Gamester

SKILL CLUB NEXT GEN

So you're some kinda hot-shot, eh? Well, if you ain't on the list, you ain't nuthin'.

Hello there! It may be the time of year when a shroud of frost covers the land and small fluffy animals perish of cold, but we've got a spring in our step this freezing winter morn. Why? Well, after months of heckling the top slot was finally filled by none other than Dan Masters from Australia. Only living in the penal colonies (joke!) prevented him from completing all 20 challenges due to an apparent lack of *ISS 2000* down there, but that didn't stop Dan completing the other 19 challenges in (cough) 'masterly' style. Indeed, his stellar performances were only matched by a sneering insistence that most of them were 'far too easy' for a skill clubber of his calibre. Well done Dan – have a shiny platinum certificate and prizes and stuff. Now shut your hole before we come down there and smack you…



Everyone's a winner!

So if it's really that easy, anyone can do it, right? Three challenges and a Skill Club Bronze certificate and pride of place in our Bronze league will be yours. Seven and you're bumped up to Silver league status; it's ten for a Gold certificate and a Gamester Advanced Controller (or a Gamester Tremor Pak with 1Mb memory), and 14 to join the Platinum league. And if you can complete all 20 challenges then we'll begrudgingly fish around for an extra-special 'something' to reward your efforts. Best of luck…

the rules

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver, ten for Gold and 14 for Platinum. And if you manage all 20, we'll send you something extra special…*
- *You can enter whichever challenges you like – it is entirely up to you.*
- *You can use either PAL (UK or Australian) or NTSC (US or Japanese) copies of the games featured here, but if you opt for NTSC you'll have to achieve the faster of the two listed times for Mario Kart.*
- *Each challenge entered must be accompanied by photographic or video proof.*
- *We know how to recognise the influence of cheat carts and codes, as well as doctored digital camera shots. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter the leagues in stages if you wish. Make it into the Bronze league first, then later you can send us further proof to elevate yourself to a loftier position. Bonzer.*
- *Bronze, Silver, Gold and Platinum leagues will be published in a future edition of NGC.*
- *If you'd like to have your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO… prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA. With a digicam, use a slow shutter speed.

Taking videos

1. Take the lead that connects your N64 to your TV and plug it into the 'Signal In' socket on the back of your video recorder.
2. Connect the 'Signal Out' socket on your video to your TV and turn both on.
3. Switch your TV to the video channel and switch on your N64 with a game plugged into it.
4. Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
5. Complete your challenge and get to the appropriate result screen.
6. Pop in a tape and press 'Record'. Press 'Stop' after five or so seconds.
7. Repeat steps 5 and 6 according to the number of challenges you're attempting.
8. Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). And that's about it.



ENTRY FORM

Hello there,

I'd like to put myself forward for the Bronze/Silver/Gold/Platinum Skill Club Next Gen league. I've gone and included proof of my achievements in:

	A F-Zero X		K Majora's Mask
	B ISS 2000		L GoldenEye 007
	C Battle for Naboo		M Perfect Dark
	D Super Mario 64		N Banjo-Tooie
	E Conker's BFD		O Tony Hawk's
	F Lylat Wars		P Mario Tennis
	G Quake II		Q TWINE
	H Wave Race 64		R WWF No Mercy
	I Ridge Racer 64		S Smash Bros
	J Mario Kart 64		T Excitebike 64

Please send my badge and certificate to:

Name ……………………………………

Address ……………………………………

……………………………………

……………………………………

……………………………………

Use a photocopy of this form if you'd rather not cut your copy of NGC Magazine.

challenge A — F-Zero X



What you must do: Beat a time of 1'50" on Port Town 2.
Proof: A photo of your time, shown on the info screen after the race.
Helpful tips: The free Double Game Guide+ stuck to issue 22 should provide you with all the help you need.

challenge B — ISS 2000



What you must do: Finish all the scenarios.
Proof: A photo of the two completed Scenario screens.
Helpful tips: Tips ahoy in the DGG+ attached to issue 49, *and* the 'Best of 2000' book that came free with issue 51.

challenge C — Battle for Naboo



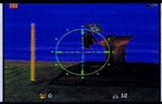
What you must do: Earn Gold Medals on all 18 levels – that includes the three secret missions.
Proof: A photo of the player select screen, showing how many medals you've collected.
Helpful tips: Why, there was a DGG+ free with **N64**/57.

challenge D — Super Mario 64



What you must do: Beat 0'13" on the Princess' Slide.
Proof: A photo of your time at the finish line.
Helpful tips: For a massive shortcut, press Z and B just before you hit the slide – then, after the tunnel, leap left over the wall and use B to bellyflop onto the track below. Yikes.

challenge E — Conker's Bad Fur Day



What you must do: Score 10 headshots against CPU-controlled Frenchies in the Beach multiplayer scenario.
Proof: A photo of the final stats screen, showing your score.
Helpful tips: No multiplayer tips as such, but try the walkthroughs in issues 54 and 55 for general advice.

challenge F — Lylat Wars



What you must do: All rings and 70 hits on the Training mode, *before* entering the all-range mode arena.
Proof: Pause the game as you pass through the final ring and take a photo.
Helpful tips: **N64**/8's free poster, or the DGG+ on issue 13.

challenge G — Quake II



What you must do: Beat 1'10" on Twists.
Proof: A photo of the stats screen, please, which pops up as soon as you finish the level.
Helpful tips: All manner of tips are to be found in **N64**/33.

challenge H — Wave Race 64



What you must do: Beat a score of 66,000 on Stunt Mode at Dolphin Park.
Proof: A photo of the stats screen, showing your score.
Helpful tips: **N64**/2's your man, along with the torrent of tips featured in the DGG+ stuck to the front of issue 14.

challenge I — Ridge Racer 64



What you must do: Beat a race time of 1'10" on Ridge Racer Novice.
Proof: A photo of the records screen.
Helpful tips: Mark demonstrated the perfect Ridge Racer Novice lap in **N64**/41. Get to it!

challenge J — Mario Kart 64



What you must do: Beat a time of 2'20" (PAL) or 2'09" (NTSC) on Bowser's Castle.
Proof: A picture of the records screen, showing your time.
Helpful tips: Try the unnervingly helpful review in issue 4, the tips in issue 5, or the DGG+ attached to issue 13.

challenge K — Zelda: Majora's Mask



What you must do: Win the Fierce Deity's mask – by collecting all the other masks, then finishing the game.
Proof: An in-game photo, showing Link in Fierce Deity form (you'll need to be in a boss arena).
Helpful tips: A handy book on **N64**/50, and tips in issue 52.

challenge L — GoldenEye 007



What you must do: Survive the Cradle on 00 Agent difficulty for 15 minutes.
Proof: A photo of the Mission Complete screen, clearly showing your time.
Helpful tips: Tips in **N64**/10, plus the DGG+ from issue 12.

challenge M — Perfect Dark



What you must do: Unlock all the cheats. That's a grand total of 43 cheats for you to collect...
Proof: Photographs of all the cheat menus – six in all.
Helpful tips: Tips in issues 44, 45 and 46, and the book that came bundled with issue 46.

challenge N — Banjo-Tooie



What you must do: Collect all 90 jiggies.
Proof: A photo of the information contained in the game's pause screen.
Helpful tips: Everything you need to know is wrapped up in the book given away free with issue 55.

challenge O — Tony Hawk's Skateboarding



What you must do: Unlock Officer Dick by collecting all thirty tapes and winning every medal.
Proof: A photo of *Tony's* Character Select screen with Dick clearly visible.
Helpful tips: Alan fashioned a full guide in **N64**/42.

challenge P — Mario Tennis



What you must do: Complete the horrifyingly difficult Planet Cup with all 16 characters.
Proof: A photo of the Player Select screen showing the CPU difficulty as 'Hard' (unlocked after doing the challenge.)
Helpful tips: Check out Dr Kitts' DGG+, as seen on issue 48.

challenge Q — The World is Not Enough



What you must do: Finish the game on 00 Agent difficulty.
Proof: A photo of the multiplayer select screen, clearly showing 'Golden Gun Mode' (which is unlocked when you complete *TWINE* on 00 Agent).
Helpful tips: Tips in issue 50, plus the DGG+ with issue 52.

challenge R — WWF No Mercy



What you must do: Defeat at least 100 opponents in Survival mode.
Proof: A photo of the final stats screen, showing your wins.
Helpful tips: A splendid tips guide in issue 50, and the DGG+ taped to the cover of **N64**/52.

challenge S — Super Smash Bros



What you must do: Finish the game with a score of more than 1,000,000 points.
Proof: A photo of the Character Select screen – hold the glove over your character to display the high score.
Helpful tips: Issue 37's guide lays bare the scoring system.

challenge T — Excitebike 64



What you must do: Unlock *Excite-3D* – which is done by winning the final Challenge Pro championship.
Proof: A photo of the Special Tracks Select screen.
Helpful tips: Stuck to the front of issue 57 was a DGG+ overflowing with *Excitebike 64* tippery.



HALL OF FAME

PLATINUM Club
complete 14 challenges

Dan Masters, *Australia*	*A, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T*

GOLD Club
complete 10 challenges

Jamie Hobbs, *Thetford*	*D, E, F, J, K, L, M, N, P, S*
Justin Badger, *Wolverhampton*	*A, E, F, H, I, J, K, L, N, P, S*

SILVER Club
complete 7 challenges

Arif Mollah, *Rochdale*	*C, D, J, K, L, M, Q*
Demot Ryan, *Co. Westmeath*	*E, F, K, L, M, N, S*
Chris Lowe, *Tyne & Wear*	*C, E, F, I, K, L, Q*
Joseph Murphy, *Co. Cork*	*B, E, F, I, K, L, N, S, T*
Giorgio Venturino, *Turin*	*E, F, I, K, L, N, S*
Damien Plumb, *Cambridge*	*K, L, M, N, O, P, Q*
Tony Dunster, *London*	*A, D, F, J, K, L, M*

BRONZE Club
complete 3 challenges or more

Chris Smith, *Leeds*	*E, P, R*
Michael Rose, *Netherlands*	*C, L, S*
Patrick King, *Norwich*	*C, P, R*
James Talbot-Hammond, *Nantwich*	*C, Q, R*
Janne Kaitila, *Edinburgh*	*C, N, S*
Thomas Barrett, *East Kilbride*	*N, P, S*
Nader Kohbodi, *Anglesey*	*E, L, S*
Andrew Duffy, *Ayrshire*	*C, K, S*
Peter Shrubsall, *Surrey*	*B, P, S*
Alex McIve, *Lanarkshire*	*G, R, S*
Mark Quayle, *Australia*	*C, H, L*
Luke Wilson, *Dublin*	*N, P, S*
David Cathrine, *London*	*L, R, S*
Michael Oakes, *Harpenden*	*E, L, T*
Tony Dunster, *Anglesey*	*B, P, S*
Guy Taylor, *Kingston-upon-Thames*	*C, L, S*
Gary Brawn, *Bromley*	*H, N, P*
James Firman, *St Albans*	*K, L, S*
The Nameless One, *Australia*	*C, N, R*
Alexander Davies, *Newport Pagnell*	*L, S, T*
Colin White, *Derbyshire*	*F, K, N, S*
Johan Lubbers, *Netherlands*	*E, K, N*
Bruce Thomson, *Edinburgh*	*A, J, Q*
Andrew Foster, *Ilkley*	*K, L, P*
Joe Sullivan, *Isle of Wight*	*E, L, P*
Ryan Devitt, *Romford*	*A, D, F*
David Jedrzejewski, *Australia*	*F, K, L, N, O, S*
Alex Buck, *Stockport*	*K, N, S*
Alex McIver, *Edinburgh*	*K, N, S*
Alexander Dudok de Wit, *London*	*K, P, S*
Mark Nisbet, *Ayrshire*	*A, B, I*
Andrew Simmonds, *Australia*	*A, D, G, H, L*
Robin Bradley, *Basingstoke*	*L, Q, T*
Barry Gannon, *Caithness*	*E, F, K, L, N, S*
Abdulaziz Hassan, *London*	*I, O, S*




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NGC's ultimate buying guide

DIRECTORY



The experts at NGC reveal the N64 games you should be splashing out on

NGC TOP 10 ACTION ADVENTURE GAMES

1 Legend of Zelda: Ocarina of Time
Nintendo • £50 • 98%

Simply the greatest game ever created on *any* format, *Ocarina of Time* is a game so full of majestic, jaw-dropping moments it'll probably bring you to tears. Absolute genius.

2 Legend of Zelda: Majora's Mask
Nintendo • £50 • 96%

Another supreme example of Nintendo at their greatest, *Majora's Mask* is rich and inventive with enough intricate puzzles and heart-rending moments to blow your brain clean open.

3 Shadowman
Acclaim • £40 • 93%

As black as the night, *Shadowman* is grisly adventuring at its most disturbing. Vast, believable worlds, a superb plot, five gruesome serial killers and a dash of voodoo make this totally unmissable.

4 Body Harvest
Infogrames • £20 • 91%
Crap-looking but ultra-playable shooter.

5 Resident Evil 2
Virgin • £40 • 90%
Super-scary, if short-lived, zombie finery.

6 Duke Nukem: Zero Hour
Infogrames • £40 • 90%
Violent, enjoyable third-person blasting.

7 Star Wars: Rogue Squadron
Nintendo • £40 • 85%
Tremendously good space combat fun.

8 Operation Winback
Virgin • £40 • 83%
Looks ropey, but this is top stealth action.

9 Hybrid Heaven
Konami • £40 • 83%
Niggly sci-fi RPG with ingenious battle system.

10 Star Wars: Battle for Naboo
THQ • £40 • 78%
Not perfect, but a tasty space shooter.

NGC TOP 10 SHOOT-'EM-UPS

1 Perfect Dark
Rare • £50 • 96%

Absolutely stunning *GoldenEye* sequel that offers unprecedented replay value thanks to reams of multiplayer options and a rock hard one-player mode. Buy it immediately or risk missing out on a classic.

2 GoldenEye 007
Rare • £30 • 94%

Four years on, this is still a work of unparalleled beauty, combining a delicious Bond licence with brilliant level design, destructible scenery and a revolutionary multiplayer game. We still play it every day even now.

3 Turok
Acclaim • £30 • 91%

Screen-filling dinosaurs, ludicrous levels of bloody violence and some of the most staggering weapons this side of the H-Bomb, *Turok* still looks and plays like the sweeping classic it undoubtedly is.

4 Turok 2
Acclaim • £40 • 95%
Gorgeously playable, if flawed, dino-blaster.

5 Lylat Wars
Nintendo • £30 • 91%
Miyamoto-influenced space shoot-'em-up. Yum.

6 Jet Force Gemini
Rare • £40 • 93%
Ace looks, hectic blasting, guts all over the shop.

7 Quake II
Activision • £40 • 90%
Surprisingly ace multiplayer action. 'Chekkit'.

8 The World is Not Enough
EA • £40 • 88%
Annoying but enjoyably action-packed Bondage.

9 Rainbow Six
Take 2 • £40 • 87%
Short-lived but complex stealth-'em-up. Beaut.

10 Turok: Rage Wars
Acclaim • £40 • 87%
Deathmatch-based blasting that works a treat.

NGC TOP 10 BEAT-'EM-UPS

1 Super Smash Bros
Nintendo • £40 • 90%

Immaculate, beautifully playable, multi-platformed fighting game with Nintendo characters beating the living daylights out of each other. Nab three mates and it gets even better.

2 WWF No Mercy
THQ • £40 • 92%

The biggest and best rasslin' game ever made, improving on its predecessors by upping the pace, moves, options and violence. You can even scrap it out in the dressing rooms.

3 Fighters Destiny
Infogrames • £40 • 86%

Gorgeous animation, likeable characters (including a cow) and bone-shattering moves make this a worthy contender to the likes of *Tekken*. Go forth, kick people, and crush skulls.

4 WWF Wrestlemania 2000
THQ • £40 • 90%
Playable, comprehensive, fat-man fighting.

5 WWF Attitude
Acclaim • £40 • 88%
Hi-res, combo-led ring sting. Get amongst it.

6 Mortal Kombat 4
Infogrames • £40 • 84%
Rip off someone's leg and beat 'em to death with it.

7 Xena: Warrior Princess
Titus • £40 • 81%
Surprisingly good four-player prang-'em-up.

8 Rakuga Kids
Konami • £40 • 80%
Weird but great 2D graffiti beat-'em-up.

9 Bio Freaks
Infogrames • £40 • 76%
Gorgeous and bloody, if a little shallow.

10 WCW/NWO Revenge
THQ • £40 • £75%
Shuffling, slow fighters, plenty of moves.

NGC TOP 10 PLATFORM GAMES

1 Super Mario 64
Nintendo • £30 • 96%

The sort of game that'll have you thanking your Mum she gave birth to you: a vast, magnificent spectacle, refined down to the most intricate detail, *Mario 64* is *still* breathtaking.

2 Donkey Kong 64
Rare • £60 (with Expansion Pak) • 93%

It's *Banjo-Kazooie+*, but who cares? An absolutely awesome platformer, combining massive exploration with eye-frazzling visuals and some likeable, if frightening, characters.

3 Rocket: Robot on Wheels
Ubi Soft • £40 • 88%

The most original, inventive, downright playable platformer you'll encounter in a long, long time, *Rocket* just gets better the more you play it. If you can find a copy, snap it up now.

4 Banjo-Kazooie
Rare • £40 • 92%
Rare's platform mastery strikes again. 'Wick'.

5 Mystical Ninja featuring Goemon
Konami • £40 • 90%
Sprawling, enjoyable, ker-razy adventure.

6 Conker's Bad Fur Day
Rare • £40 • 89%
Swearing, wazzing, platforming. What a combo.

7 Yoshi's Story
Nintendo • £40 • 86%
Not a lot of longevity, but superbly playable.

8 Banjo-Tooie
Rare • £45 • 81%
Old hat, but still huge and fabulously good fun.

9 Mischief Makers
Nintendo • £40 • 90%
Retro-tastic 2D level-hopping brilliance.

10 Glover
Hasbro • £40 • 83%
Sold all of two copies, but this is superbly odd.

NGC TOP 10 RACING GAMES

1 Mario Kart 64
Nintendo • £40 • 91%

A short-term, frustrating one-player mode sits in alongside simply one of the best multiplayer games *ever made*. If anyone tells you the SNES version is better, hit them hard in the face until they faint.

2 F-Zero X
Nintendo • £40 • 91%

The fastest racer on Earth and one of the most exhilarating four-player games money can buy, *F-Zero X* doesn't look much, but it's Nintendo genius at work once more. Belting.

3 Ridge Racer 64
Nintendo • £40 • 91%

Stunning compilation of the PlayStation games, topped off with some exclusive N64 extras, and a wealth of blistering motors. Worth buying for the time trial mode alone.

4 Diddy Kong Racing
Rare • £40 • 90%
A fantastic adventure-racer, but not quite *MK64*.

5 World Driver Championship
Midway • £40 • 91%
Rock hard but utterly superb. And *so* gorgeous.

6 Top Gear Rally 2
Kemco • £40 • 90%
Brilliant rally game with a random track generator.

7 V-Rally 99
Infogrames • £40 • 90%
Fast, furious, terrific rallying, but bleedin' frustrating.

8 Top Gear Rally
Boss • £40 • 86%
Looks dump, but this is quick, realistic racing action.

9 Wipeout 64
Psygnosis • £40 • 88%
Hard but rewarding *F-Zero* alternative. Great music.

10 Beetle Adventure Racing
EA • £40 • 81%
Tons of shortcuts make this a decent outside bet.

NGC TOP 10 SPORTS GAMES

1 ISS '98
Konami • £40 • 92%

Everything that makes football so wonderful squeezed into a cartridge smaller than a Predator boot, *ISS '98* is a majestic, nigh-on-flawless recreation of The Beautiful Game.

2 Mario Tennis
Nintendo • £40 • 91%

It's Mario, it's tennis, it's absolutely gobsmackingly ace. Like *Super Tennis* on the SNES before it, this is a supreme example of racket and ball that you simply cannot afford to go without.

3 Wave Race 64
Nintendo • £40 • 90%

It might be as old as the hills, but still nothing has managed to replicate the feeling of pelting across water at skin-melting speeds as well as *Wave Race*. An absolute joy, this still looks tip top too.

4 1080° Snowboarding
Nintendo • £40 • 89%
Takes a while to get into, but this is champion.

5 Mario Golf
Nintendo • £40 • 90%
Don't like golf? You will now – thwack!

6 Excitebike 64
Nintendo • £45 • 90%
Delicious handling, top tracks, plus a heap of extras.

7 Tony Hawk's Pro Skater 2
Acclaim • £50 • 90%
Pukka plank-riding with the ollie-pulling OAP.

8 F1 World Grand Prix
Nintendo • £40 • 93%
Astonishingly realistic and visually stunning.

9 International Track & Field 2000
Konami • £40 • 86%
Impressive update of classic button-basher.

10 Michael Owen's WLS 2000
THQ • £40 • 84%
Silky smooth, goal-drenched football game.

NGC TOP 5 MISCELLANEOUS GAMES



1 Pilotwings 64
Nin. • £30 • 89%
Wonderfully innovative flight sim. Remarkable for two reasons: you dictate want you want to do and where, and it's even better now than before.



2 Pokémon Stadium 2
Nin. • £50 • 90%
Battle all the *Red*, *Blue*, *Gold* and *Silver* Pokémon in ace 3D. Infinite replayability and a bundle of smart minigames.



3 Paper Mario
Nin. • £40 • 90%
A 'true' RPG – despite appearances – *Paper Mario* is relatively simple but huge and amusing, and as inventive and engrossing as any Big N game.



4 Blast Corps
Rare • £30 • 88%
Startlingly original and thoroughly enjoyable, everyone forgot about Rare's first N64 game. Our advice? Get yourself reacquainted.



5 Pokémon Puzzle League
Nin. • £40 • 89%
Top notch tile-matching Poképuzzler.



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STAR LETTER

'ON THE TOILET'

Now, look. I'm not one of those people who religiously tunes into ITV's You've Been Framed every single week, alright? But in one of the programmes that was screened in November, I *just happened* to be watching – and in one clip, where the 'joke' was someone on the toilet being burst in on by his camcorder-wielding chum, what should the guy be reading but issue 59 of **N64**! Fame at last, eh?

Doug Mantle, Hertfordshire



Well spotted – although Greener, being the friendless loner he is, was also glued to the goggle box that Sunday night, and claims he "leaped out of my seat" when **N64** *appeared in the hands of the fella on the john. Granana Television couldn't get us a tape of the programme in time for this issue, so here's a picture of Lisa Riley instead. Enjoy!* **Ed**



'BLACK CROSS'

When I was playing *Perfect Dark*, I noticed something strange on the Deep Sea: Nullify Threat level. When you reach the bit with all the darkened corridors, you'll see a section of floor that's a black cross with a glowing green light in the middle. Ring any bells? Are the super-secret folk at Rare giving us a hint?

Theo Hajohlov, London

I think you can safely file this one under 'coincidences'. Mind you, now you mention it, that geeky bloke in the Carrington Institute doesn't half remind us of Bill Gates... **Ed**

'IN BLACKPOOL'

I think you should hold a *Super Smash Bros Melee* tournament – a bit like the **N64** Magazine Multiplayer Challenges that used to take place back in the day. It'd be great battling the UK's top fighters on one of Gamecube's greatest games. And if you do carry this out, you could hold a qualifying round in Blackpool, because we always miss out on big competitions.

Luke Hesketh, Blackpool

Only if someone can sort us out with free tickets to the Pleasure Beach. Some kind of

'A JOKE'

How many Game Boy Advance designers does it take to change a light bulb? They wouldn't bother changing it – they don't believe in giving anyone light.

Sturk, Co Kildare

Just one of the hundreds of jokes we've received for Grintendo this month. And one of only five that didn't include swearing or references to grotesque bedroom practices. **Ed**



GBA games look fantastic through our new army surplus night-vision goggles!

TXT US



Use modern technology to get us on the move...

My arse looks better than the xbox. ben p

Give a prize here Josh

alan iz camp as a caravan

mario is wearing a tshirt in mario sunshine!!!

just got doom for G.B.A. brilliant!

Gamecube!! Gamecube!! Gamecube!! Frm Finchy

Tingle tingle kooloo limpah

Traggots!

'TOO RISKY'

Are you insane? How could you take apart your Gamecube controller for Gamecube Lab in **NGC**/62? I've played on the GC in Harrow, and I cherished every moment! What if you can't put it back together? I mean, what if it's broken? It's too risky, just too risky!
Oliver Pain, via email

Blimey, calm down. In fact, our exploded Gamecube joypad is still sitting in pieces on Greener's desk. Along with the three others he smashed to tiny bits during what's now referred to in hushed tones as 'The Wave Race Expert Mode *period'.* **Ed**





NGC *tournament is definitely a good idea – we'll keep you posted.* **Ed**

'VARIED OUTPUT'

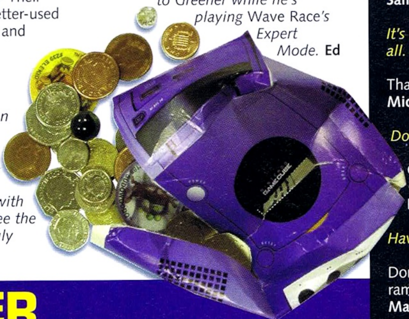
Don't think I'm criticising Rare, but I think they should vary their output a little more. On the N64, they released four 3D platformers, two kart racers, two first-person-shooters – all great games but why don't they do more original titles (*Blast Corps*, *JFG*)? Their talent would be better-used making more new and exciting games.
Andy Ireland, via email

Yep, we cried when Banjo-Tooie *and* Mickey's Speedway USA *arrived – two technically brilliant but oh-so-familiar titles. But then Rare redefined the platform game with* Conker's Bad Fur Day *– and see the upcoming* Kameo *for some truly original gaming.* **Ed**

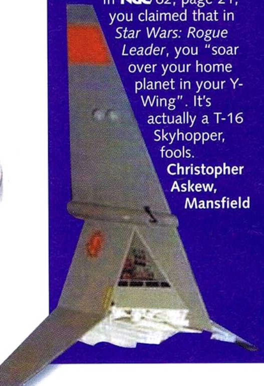
'HOW THE HECK'

I love the Gamecube moneybox that came free with **NGC**/62 – but how the heck do you get the money out? I've already lost £20 in mine!
Michael Fenton, Scotland

Scissors? Penknife? Fist? Or just give it to Greener while he's playing Wave Race's *Expert Mode.* **Ed**



CORRECTION CORNER



In **NGC**/62, page 21, you claimed that in *Star Wars: Rogue Leader*, you "soar over your home planet in your Y-Wing". It's actually a T-16 Skyhopper, fools.
Christopher Askew, Mansfield

How fascinating. **Ed**

Tim – the logo on your T-shirt in issue 61 is flipped, and your watch is on your right wrist, whereas in issues 60 and 62 it's on your left. Is this some sort of trick or have the art monkeys been let out of their box again?
Thomas Hooper, Bristol

I was off sick for issue 61, so we used a picture of my evil twin instead. **Ed**

On issue 62's cover, I noticed that the smaller X-Wing appears to have spots. Either it's breaking out in a rash or you printed the background stars over it. Don't blame those art monkeys, they've suffered enough already.
Will Uzzell, via email

Suffered enough? I haven't even had a chance to use 'The Machine' yet. **Ed**

Issue 62. You wrote 'mangons nos chapeaux' which is presumably supposed to translate as 'eat our hats'. It is spelled wrong. It is supposed to be 'mangeons nos chapeaux.' Alan, you obviously didn't learn this slight irregularity of the verb 'manger.' How did you do in GCSE French?
Daniel Donnelly, Co. Derry

'Tray bons, thanks very much,' says Alan. **Ed**

In my first subscription issue of **NGC**, I saw one of the worst typographical errors in living memory. Flick to the caption that accompanies the picture on page 85 and the horror unfolds – just how would this 'Andea' character 'appeared' in *Perfect Dark*? You're losing it, Weaver.
Robert Ring, via email

Art monkeys, I'm telling you... (scarpers). **Ed**

BONUS LETTERS

Tim is the best editor the mag's ever had.
Nathan Cass, Farnborough.

It's all about putting the fear of God into your staff. **Ed**

If you don't print my joke I would like a letter back explaining why.
Jacob Shrimpton, Worcestershire

How about four letters? **Ed**

I'd love to play as Victor Krum!
Dylan McKay, Surrey

We can all dream. **Ed**

Sorry about the writing.
Benjamin Mclean, North Wales

And I'm terribly sorry about the replying. **Ed**

Before you know it Elton John will be a secret character!
Sam Russell, Holywood

It's no sacrifice, no sacrifice at all. **Ed**

Thank you.
Michael Keenan, Australia

Don't mention it. **Ed**

Got any jobs? I'll massage Greener's feet.
David Matheson, Glasgow

Have you seen them? **Ed**

Don't even ask what psychotic rampage led to this discovery.
Mark Gibson, via email

I wasn't planning to. **Ed**

Is this part of Nintendo's plan for world domination?
Tree Monkey, via email

Just the beginning, my friend. **Ed**

Good luck with the mag!
Dantheman, via email

Why? You've got us worried. **Ed**

Shigeru Miyamoto – God or git?
George McGowan

One for the ages, that. **Ed**

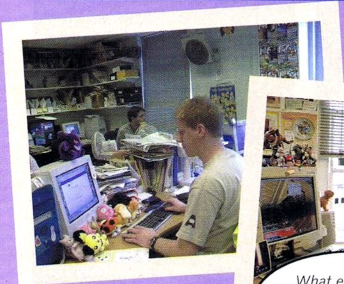
What's red, blue and green all over?
James Kempton, via email

Er, a television screen? **Ed**

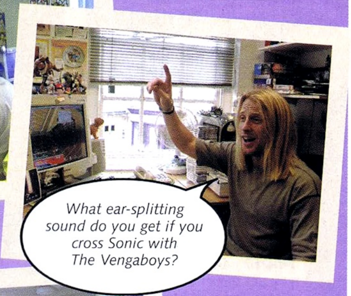


GRINTENDO

Win a game of your choice! All you have to do is tell us a Nintendo-related joke – and make us laugh. This month: **Stefan Mattingham of Harrow**



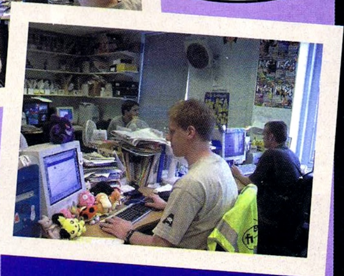
The **NGC** team are hard at work.



But wait! Paul suddenly pipes up with a joke…

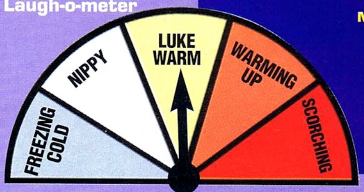


The team turn around to give Paul their full attention.



The **NGC** team are hard at work.

NGC MAGAZINE Laugh-o-meter



UNSUCCESSFUL

NOT BAD... BUT NOT GOOD ENOUGH. KEEP 'EM COMING.

Got a great Nintendo-related joke? Then write to us at Grintendo, Mailbox, **NGC** Magazine, 30 Monmouth Street, Bath, BA1 2BW or alternatively e-mail ngc@futurenet.co.uk putting **Grintendo** in the subject line.



Here's the ever-heroic Link at the end of his quest, finally meeting with the Wind Fish…



…and here's a Linkin Park member failing to spot a similar flying finster. Is that right?

'FLYING FISH'

While watching the Linkin Park video for their hit single In The End, I slowly realised that the flying fish that features in it looks very familiar. Then it hit me – it's the Wind Fish from *Legend of Zelda: Link's Awakening* for Game Boy. The likeness is, quite frankly, amazing. What do you guys think?
John K

Well, both of them are flying fish, I guess. **Ed**

'JAMIE OLIVER'

Here's a thing. I was watching *The Naked Chef* on BBC2 last night, where Jamie Oliver was cooking a meal to impress some of his Italian friends. I noticed that he was wearing a T-shirt sporting the Game Boy Advance logo. Nice of him to give Nintendo the publicity. And even if his friends balked at his cooking, they must have been impressed with the shirt.
Chris Best, via email



Pukka! Diamond! Sorted! Etc, etc, etc. Maybe Anthony Worrall-Thompson will start hyping Gamecube

SO TELL ME THIS

1. Can a UK Game Boy Advance play games from the US and Japan?
2. When is *Music Advance* going to get a release?
3. Are you ever going to have any news on *Thornado*?
Frieza, Glasgow

1. It certainly can – and US and Japanese GBAs can play UK games, too. Seeing as the diddy console is substantially cheaper abroad, you might want to consider importing one.
2. About now, we're told. Rockin'.
3. The action-packed sequel to Amiga classic *Turrican* is still stuck in development hell, largely because the coders have been busy polishing off *Star Wars: Rogue Leader*. Now that's on the shelves, expect *Thornado* to pop its head over the parapet in around six month's time.

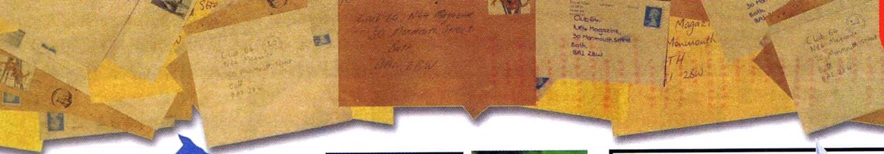
1. What ever happened to *RIQA*?
2. I haven't seen any F1 games for a while. I'd quite like to see a 2001 season title. Any planned?
Stephen Mirfin, Worksop

1. Billed as the N64 equivalent of *Tomb Raider* – mainly because it starred a lady and featured a third-person camera – *RIQA* was quietly canned when developer BiTS Studios moved over to Gamecube in late 2000. According to our sources, it won't be returning. Sob.
2. More than likely, but nothing official for Gamecube yet. Paradigm are possibly still in the running for another *F1 World Grand Prix*, but look to Ubi Soft for a version with up-to-date racers and stats.



1. Can you tell me when Gamecube is out in Australia?
2. Could you please print a new screenshot of *Eternal Darkness?*
Aidan McGovern, Co Cork

1. You know, there's been little word from Nintendo on this one, and rumours about the Aussie release are as wide-ranging as Europe's own launch date. We wouldn't expect it any sooner than February, but the purple





Hmm… does this mean we'll soon be able to buy GBA games at Sainsbury's?



Go on – ring Rare and ask them about KI3. They love it.

soon – he's about the same size as the console, after all. **Ed**

'ACTUALLY MOVING'

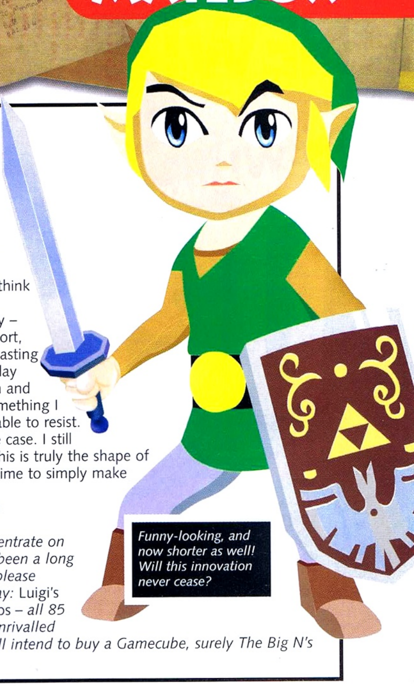
You've probably already seen that if you leave the joypad alone in *Conker's Bad Fur Day*, Conker whips out his GBC. But did you know that if you then press Top-C to zoom in, then hold R and rotate the camera with small analogue stick movements, you'll be able to see the *Killer Instinct* characters on the GB screen actually moving around! Is this a Rare hint that *KI3* is definitely on the way?
Cliff Lenoir, Lee-On-Solent

Rare don't leave hints about anything, anywhere, ever. They wouldn't even tell me where their office was when I was first invited up. **Ed**

'GAME OVER'

When I first saw the *Zelda* shots on Gamecube, I was excited. The new look seemed to confirm that Nintendo would be continuing to bring us fun, innovative games. But after reading your 'Link To The Future' article in **NGC**/62, I think I might have been horribly, horribly wrong. Quite simply – game over. The trend for short, easy games which sacrifice lasting enjoyment and immersive play for a few hours of quick fun and mass market appeal was something I hoped Nintendo would be able to resist. Now, it seems that's not the case. I still intend to buy a GC, but if this is truly the shape of things to come, maybe it's time to simply make do with retro gaming.
Andrew McGrae, Southport

Nintendo's keeness to concentrate on shorter, sharper games has been a long time coming, and it won't please everyone. But put it this way: Luigi's Mansion, Pikmin, Smash Bros – all 85 per cent-plus games with unrivalled replay value. And if you still intend to buy a Gamecube, surely The Big N's tactics have worked? **Ed**



Funny-looking, and now shorter as well! Will this innovation never cease?

wonder machine's most likely to crashland in Oz around the same time as in the UK.
2. What, just the one? Ah, well, seeing as you asked nicely…

Whatever happened to *Toejam and Earl 3*?
Matthew Wheavil, Co. Antrim

Still on its way to the nearly-dead Dreamcast, and there's every chance of it bouncing over to Gamecube – and almost definitely Game Boy Advance – in the not-too-distant future. Colourful platforming is a speciality of The Big N's machines, after all.

1. Do Nintendo have anything exciting in the pipeline after Gamecube and Gameboy Advance?
2. If Nintendo are making a shorter *Zelda*, does that mean we'll see another babyish *Zelda* soon after the current one?
3. So whatever happened to *Ridge Racer 6*?
Matt Slider, via email

1. Now you're asking. It took a good couple of years after N64's launch for news of Gamecube (or 'N2000' as it was known back then) to leak out from Nintendo HQ. So don't expect news of Gamecube 2 (or whatever) until late 2002 – although we'll wager it's being worked on deep inside Nintendo HQ as we speak. As for a new GBA – rumours of a battery-guzzling backlit version just won't die, so who knows…?
2. We reckon so. Shigsy's keen on reusing existing game engines to knock out sequels and updates of popular titles – just look at *Majora's Mask* – so the chances of Gamecube bagging at least two cartoony *Zelda* games are high. Not sure if he'll want to risk another 'Legend of Celda' backlash, mind.
3. Still just a rumour, and with Namco's *Smashing Drive* now confirmed, one that suddenly doesn't seem all that likely.

1. When is *Crash Bandicoot: Wrath of Vortex* coming out?
2. Any truth in these rumours about *Perfect Dark Zero* being like *Metal Gear Solid 2*? I hope not.
Alex Young

1. Middle of the year is our bet.
2. Well, we know where those *PD Zero* rumours originated – and we can fairly conclusively confirm that they're absolute piffle. But there's still time for us to be proved wrong…

OF THE PACK!









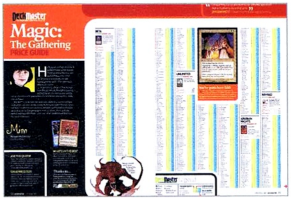
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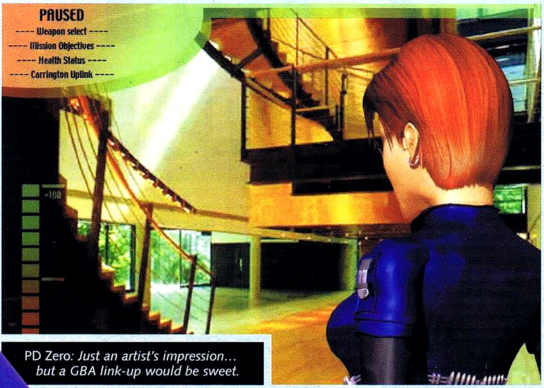
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Q HOW SHOULD THE GC-GBA LINK-UP BE USED?

IDEAS FACTORY



PD Zero: *Just an artist's impression... but a GBA link-up would be sweet.*



Mark, what uses would you like to see?
I like what I've seen so far with *Flippin' Kirby*, definitely. Nintendo seem to have realised that you won't be able to look at both screens at the same time, so you should be able to move your character from one screen to another. You could get all sorts of interesting effects with that. Like a *Soul Reaver* game where you could shift into the spectral realm, which would take place on GBA.

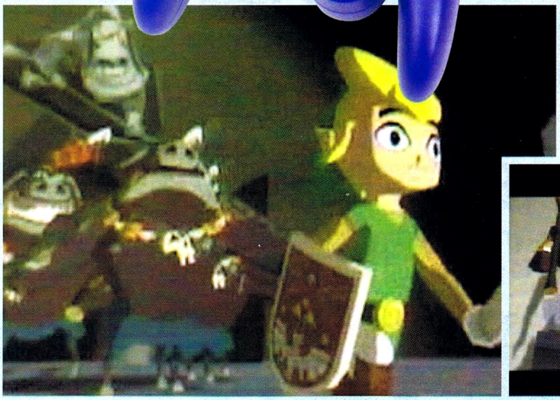
What are your ideas, Alan?
Having the two machines link up is a gift just waiting to be exploited. It would take multiplayer into the next age, hopefully. You could be playing *Zelda*, for example, with the GBA plugged into slot two. That would allow a friend to play as another character in a different location – in a mini-dungeon for example – and you have to rely on your friend to get something done in order for you to proceed. You could kind of help each other like that, in real time. Of course, if you didn't have a chum handy, you could do those bits in your own time.

Tim, what do you reckon the possibilities for the GC-GBA link are?
I'd like to see the GBA used as an additional controller. You could use it to send your Camspy around in *Perfect Dark Zero*, or you could use it to access a different view, such as a security camera or map screen. Better still, does anyone remember the excellent motion trackers in *Aliens*? That blipping sound still sends shivers through me, and you have to look down to check where the signal is coming from, then look back to see where the beasties are. Fab.

Japanese schoolgirls flashing their pants is it, Geraint?
Well, possibly, but just as entertaining would be if Nintendo continued in the direction they've started on with the spiffing *Zelda: Oracle of Seasons/Ages* on Game Boy Colour. That way, you'd be able to embark on two different quests, but depending on how you performed in one, it would have an impact on the other. Now this could work both ways – for good and evil, as it were, as your actions had effects on an alternate world. If you did well in one game, you could bring handy items, weapons and so on into the other quest.

OK Dan, what would float your boat?
Simply, I'd like to see Rare finally able to use the face-mapping facility they had intended for *Perfect Dark*. A few other games have now done it, so there's little reason why you wouldn't be able to plug the lovely new colour camera into your GBA, then scan your face into the game and slap it on your multiplayer character. Perhaps then if some bright spark invented a microphone, a la *Hey You, Pikachu*, you could sample in personal taunts and insults and be able to issue them in a fight.

Zelda GC: *Don't say a word, OK? We've heard it all before, a million times...*



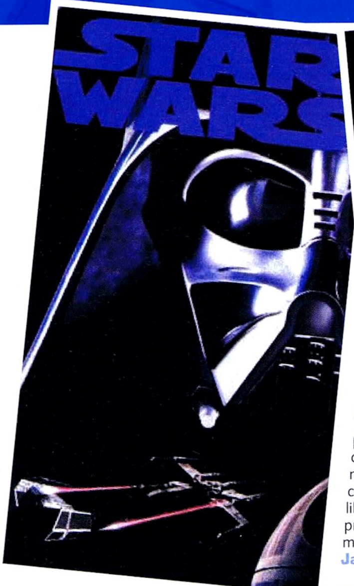


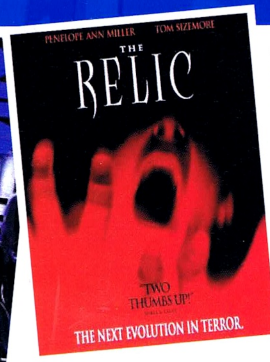
NOW IT'S YOUR CHANCE!

Well, you've read our thoughts on the subject, but what do YOU think Nintendo will do with the GBA link-up? What would you like to see a company like Rare try? We'll put the most interesting answers in Reader's Forum in two month's time. Send 'em to Ideas Factory, **NGC**, *30 Monmouth Street, Bath, BA1 2BW or email ngc@futurenet.co.uk.*

LAST TIME IN IDEAS FACTORY WE ASKED YOU...

Q WHAT MOVIE WOULD YOU LIKE TO SEE TURNED INTO A GAMECUBE GAME?





GLADIATOR

This would make a fantastic game. Imagine ten of you waiting to go into the arena, the guy in front trembling uncontrollably. The gates open, you rush out, and five men die right in front of your eyes, blood flying everywhere. You'd have to stay alive for as long as possible, armed only with a sword – and this would be just one level of the game. It would have to be an 18 certificate of course.
Scott Cumming, Hertfordshire

DRAGONBALL Z: THE GAME

I know its only a movie in Japan, but Dragonball Z on Gamecube would be great. You would grow stronger through by gaining experience points – just like in RPGs – but then the fighting would begin! You could battle people like Freeza, Cell, Boo, Vegeta and Nappa, and your goal would be to become the strongest fighter in the universe. The multiplayer mode, naturally, would be fantastic.
Henry Bull, Boston

THE RELIC

Anyone remember this one? The game could be in first-person, with you in a claustrophobic museum hunting new species of the weird alien critters from the film. Think of it like *Metroid Prime*, but set in the present day. The possibilities in multiplayer would be endless!
Jaggy Giles, via email

STAR WARS

Yes, I know Star Wars has already been done – but this is a cool new idea for a third-person RPG. You progress through all six movie episodes, always playing a Jedi Knight – starting out as Qui-Gon Jinn, then switching to Obi-Wan, then Anakin and finally Luke Skywalker. The game would be so big that each episode would use its own disc! Plus, you'd be able to unlock extra characters like Darth Vader, Leia, Lando and Mace Windu.
Tom Enderby, Bristol

THE MATRIX

The one movie that deserves a videogame adaption but hasn't got one yet. This would use the cartoony engine from the PSOne's *Onix*, and you could hit a button to enter the slow-mo 'Matrix Mode'. Ace!
James Batchelor, via email

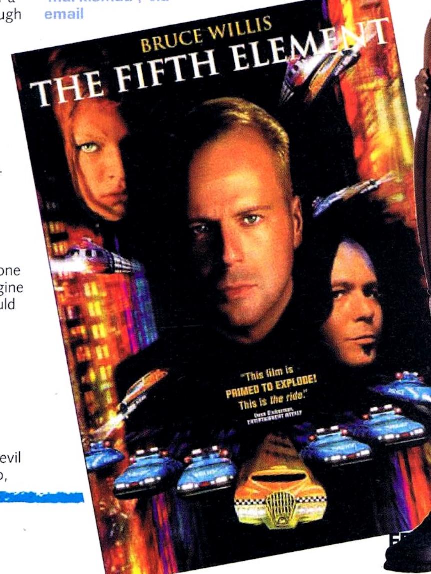
THE FIFTH ELEMENT

You could play as good (Korben) or evil (Zorg). Levels would include The Lab, where you have to escape as Leeloo; The Streets, with you scarpering from the police in Korben's taxi; and Flosten Paradise, where you locate The Diva and save the stones. Real voice acting from Bruce Willis, Milla Jovovich, Gary Oldman and Chris Tucker would make it even more fun. As an action extravaganza, this would be unmissable.
Michael Brett, via email

THE FAST AND THE FURIOUS

How about this? You'd play one of three parts – Brian (the thief), Dom (the undercover cop) or a cop – with an entirely different mission for each. Dom would have to steal cars and trucks while entering missions and races, without getting caught. Brian would have to gain the gang's respect, but turn them in at the end without being suspected, again while racing and maybe joining Dom for parts of the game. The cops would have to catch the crooks – and you could even earn upgrades, *Tony Hawk's*-style!
'markismad', via email







The Fifth Element: Er, isn't there a game of this already?

IGGY POPULAR

The development team's intro calling card shows their pet iguana avoiding a hail of Turok's dinosaur-slaying arrows. "Iggy was always very close to us as a mascot – he's still part of the Acclaim logo, and many of us still refer to Acclaim Austin [the developer was renamed a couple of years back] as Iguana," says David. "We just thought it would be fun to do, and the artists and animators actually did it in their spare time so that we could get it in the game."



THE MAKING OF... TUROK:

Days after the N64's UK launch, a FPS arrived that put its PC cousins to shame in terms of graphics, speed and spectacular enemies. Producer David Dienstbier reveals how this memorable sequel-spawner came to life...

Before 1997, we had a fairly good general idea of what to expect from a Nintendo console. On a machine from a company that had long specialised in primary colours and family fun, the last thing anyone anticipated was the kind of cutting-edge first-person shooter that was previously the sole preserve of expensive gaming PCs.

Turok changed all that, and established a system-selling franchise that would eventually continue long after the N64 itself had been superseded. Iguana Entertainment's brief was simply to create an N64-exclusive title based on Acclaim's Turok comic series, and producer David Dienstbier was hired to decide how it was all going to be done.

3D powerhouse

David explains the reasoning behind opting for a first-person game: "The N64 had some graphic capabilities that were not possible on the PlayStation. It was quite a powerful machine in terms of its 3D capability, and 3D games – first-person shooters specifically – were just coming to fruition on the PC. It was time to make the transition to the console, but in many ways to make it better than it had been on the PC."

Acclaim's influence as a long-term third-party supporter of Nintendo meant Iguana enjoyed Dream Team

WHY TUROK: DINOSAUR HUNTER WAS A CLASSIC



DINOSAURS There aren't actually all that many dinosaurs in the game – raptors are the only common ones. Their scarcity makes the occasional unexpected appearance of monsters like the triceratops particularly scary and impressive.

CONTROLS Variations of the control system pioneered by Turok can be seen in just about every console-based FPS. The default settings in GoldenEye and Perfect Dark are a little different because of the R-button targeting feature, but most others have Turok-style controls.

CHAINGUN There was a chaingun in Doom, but it certainly didn't look this good. The way the spinning barrels slow down after unleashing a deadly volley is very satisfying. It mysteriously vanished in Turok 2, before returning for Rage Wars.

SPEED Turok moves like greased lightning. It's almost overwhelmingly fast and smooth, causing some players to complain of headaches and motion sickness. It's still the speediest console FPS, with most new games opting for a slower, more realistic pace.

DINOSAUR HUNTER

status. "It put us under intense pressure but the benefits were obvious," says David. "We had more direct feedback from Nintendo; we got Mario Club input earlier on; and we spent more face-to-face time with them during development. We had a closer relationship than was normal."

Even with Nintendo's considerable input, though, working on the game was an enormous challenge for Iguana. "Very few people know that almost everyone on the *Turok* team was new to the industry. It was the first game I'd ever actually developed," reveals David. The talented but inexperienced team put in months of gruelling overtime in order to learn the tricks of the trade, and design the tools required to produce a videogame.

Surprisingly, Nintendo had no qualms about the amount of graphic violence in the game.

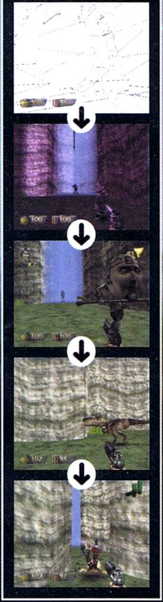
Walking with beasts

One thing for which Iguana was grateful was Acclaim's prowess in motion-capture technology. The company was regarded as something of a pioneer in the techniques used to create lifelike 3D animation, and at a time when the expensive process was only just beginning to filter down into the wider videogame world, already had its own dedicated motion-capture studio up and running.

Consequently the humanoid characters could be smoothly and convincingly animated without too much trouble – it was simply a case of cutting down the large amount of data generated, in order to squeeze it onto a 64Mb cartridge, and cleaning up any rough edges by hand. Animating the dinosaurs was much harder, though, since there was so little reference material available. "If you look at the older films and things that had been done with stop-motion, they lacked the sort of detail, the weight, the subtleness that current computer-generated films depict in their creatures," explains David. "The animators spent some time looking at existing material such as Jurassic Park and other dino-themed films from the past. They also looked at wildlife footage, and tried to create motion that they felt looked realistic for creatures that we obviously couldn't go and look at first-hand."

MAGIC MOMENT
CHEATER

The game's numerous inventive cheats were included after a final brainstorming session. Various members of the development team suggested ideas, such as the ability to combine cheats for different effects, and everything lead coder Rob Cohen considered feasible was included. Personalised cheat modes were even created in honour of the team's long-suffering girlfriends, providing some light relief after months of punishing 18-hour working days.



MAGIC MOMENT DINO CRISIS

The T-rex was a cut above the other bosses, and remains the game's defining scary moment. "Its size created certain kinds of nightmare situations in terms of how collision detection works and the amount of space you need to interact with the thing properly. One of the biggest challenges was getting a creature that large in close proximity to the player, without having the entire thing break down into monotony," says David. Putting the enormous dinosaur into a very large open arena proved to be a simple, and very playable solution, to the problem.



PLATFORM PURGATORY





With the benefit of hindsight, David agrees that the game's precision jumping sections were somewhat less than enjoyable. Those scenes were included because the limitations of the game's engine meant that it was one of the only ways to break up the constant shooting and exploration. "It got a little bit out of hand," he admits. "That's one of the things it becomes very easy to lose sight of when you work so closely with a game for so many months – what seems like a routine bit of jumping or a very simple challenge to me or to another member of the team becomes tortuous or annoying at points to other players."

GUN CULTURE

1



"The weapon design process was simple," says David. "Everyone knows about the BFG in Doom – we thought that was neat, but we could take it much further than it had ever gone before."

2



The team decided what they wanted the weapons to do, then designed individual pieces of code for each one to achieve unique effects – such as the gunsmoke drifting from the barrel of the pistol.

3



Part and parcel of the weapon design was a particle system that enabled the team to create massive layered effects and intricate motions, used to create the spectacular weapon effects.

4



The guns are positioned to the side of the screen, as if held in Turok's right hand – something that's now a standard FPS feature. Previously, games like Quake had placed the gun directly in the centre.









BLOOD!

The N64 was often dismissed as a 'machine for kids', but people forget that one of its earliest games was one of the goriest on the market at the time. Iguana ensured that the violence, while graphic, retained a sense of humour. "The level of gore is almost kind of campy," says David. "You'll notice that we don't do anything that isn't just so over-the-top that it's almost absurd." Hence the blood that trails behind guards as they fly, shrieking, away from explosions that can be used to 'juggle' their bodies until Turok runs out of ammo. But despite the tongue-in-cheek, the German release was censored to remove all gore, and human enemies were replaced by robots.

Blood money

Surprisingly, Nintendo had no qualms about allowing a title with so much graphic violence to grace their console. In the past, the company had insisted that *Mortal Kombat* be cleansed of gore before they would allow the SNES version to be released, but times and attitudes had changed since then. "We were kind of concerned [about Nintendo's reaction]", says David, "but they knew we were aiming to create something that was geared towards the older gamer, and they knew that was very important for any platform if it was aiming to appeal to the widest possible market. So we had no censorship from Nintendo."

A lack of time, technology and cartridge space had forced the abandonment of large parts of the original design document. Hundreds of pages of material ended up on the cutting room floor – for example the cave-dwelling Leaper enemies were originally supposed to be able to scuttle along walls and ceilings, and an entire scene featuring a vast brachiosaur during the Treetop Village level had to be cut. "The original design was quite different, but interestingly enough it's very similar to what people are going to see in *Turok Evolution*."

"We were extraordinarily pleased with the reception *Turok* received," says David, recalling the game's critical and commercial success. "There's no way you can't be – you create a game, you work so hard with a group of very talented people that you get to know very well, and it bursts out and becomes a multi-million seller. It's the best feeling in the world."

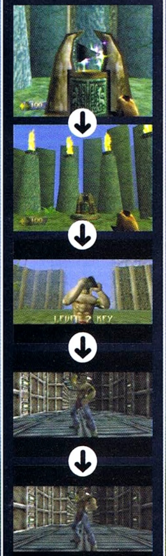
And did he expect *Turok* to become such an enduring series? "Quite honestly, no. I don't think any of us expected it to continue for so long, but I think that's also something that's changing with videogames these days – coders become attached to franchises. They want to create the next chapter and players want to experience it. So it's nothing but a thrill. Many people ask me if I ever get tired of working on *Turok* games, and the simple answer to that question is no." NGC

LEVEL TOUR: THE FINAL CONFRONTATION



MAGIC MOMENT I AM TUROK!

Turok's famous catchphrase was written by David, and spoken by a local actor called Dean Seltzer who was hired via an agent. A different actor has played Turok in each sequel, but the line is always included. "It's a bit of fun, really – everyone knows it."







● Turning the very first corner, you're confronted by a triceratops, fitted out with rocket launchers and ridden by a man who's sorely determined not to let you past to see what lies hidden within the dense fog over the ridge behind him. Looks like it's time for some killing, then.



● After a fierce and bloody battle, the stricken dinosaur falls, the rider slips from his saddle and is hilariously crushed beneath the beast's flank. His gruesome screams fade as you race to find whatever it was he was defending with such murderous passion.



● The huge enemy fortress looms into view, protected by remote cannons. The Campaigner tends to prefer using the heavily-armoured-robot tactic as his last line of defence within the fortress, and the metal mickeys put up an ammo-draining fight before eventually grinding to a halt.



● After a gruelling slog through this long and painfully tough level, the T-rex boss blocks the way to the final showdown with the Campaigner himself. This laser-eyed, fire-breathing giant is a lot more impressive than the boss man, but marginally easier to kill.



● Before moving on to the final scene, there's a gruesome torture room with what appear to be the corpses of unfortunate human guards dangling from the ceiling. Shooting a few bullets at them reveals that they're actually still alive, waiting to be put out of their misery.



● The Campaigner seems to be nothing more than an extra from some kind of hellish WWF tournament. After the eye-popping thrills of the battle with the T-rex it's a bit of a letdown, but this guy's size makes him elusive, and he's the toughest and most persistent opponent of all.

AROUND THE IN 12 VIDEO

Why Nintendo games will never be a substitute for a nice, long holiday.

HOW IT WORKS

We showed Alison Comyn still pictures of 12 world locations from six games (the same screenshots are reprinted over the next four pages), then asked her to guess where in the world she was looking at. After an overlong drumroll, we then revealed if she was right or wrong – and asked her to compare the in-game location with the real-life one.

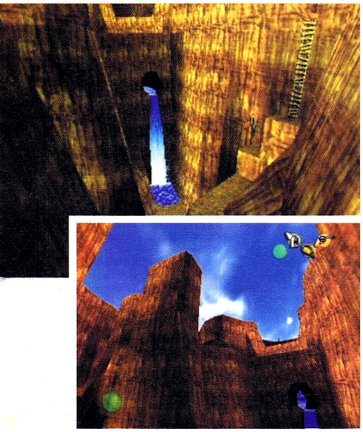


WHO IS... ALISON COMYN?

If you're a regular viewer of the the BBC's ever-popular Holiday, you'll recognise Alison as one of the programme's regular presenters. She's experienced first-hand just about every point on the globe – and what's more, Alison is as obsessed with videogames as the rest of us, regularly "screaming blue murder" at the likes of *F1 Grand Prix*. So, who better to analyse those in-game holiday destinations?

THE UTAH DESERT, USA

Indiana Jones



Recognise this sandstone, Alison? I knew it! I just always knew that the Grand Canyon was prefabricated by Walt Disney and every morning, before Ethel and Herman bring little Brad to see this wonder of the natural world, giant pipes pump water into its polystyrene base.

Er, it's the Utah Desert. Okay, so I was in the right country! Just like Arizona, the vast plains of Utah are littered with these incredible red sandstone arches, rising like monolithic spires into the scorching skies. But in this example the rocks are too square and fake-looking, and it needs to be roughed up a bit, maybe with some moss and stuff. Think Wile E. Coyote in that cartoon where he's always chasing after the Road Runner. It had a similar kind of rocky, desert-based geography, you know.

BILBAO, SPAIN

The World Is Not Enough



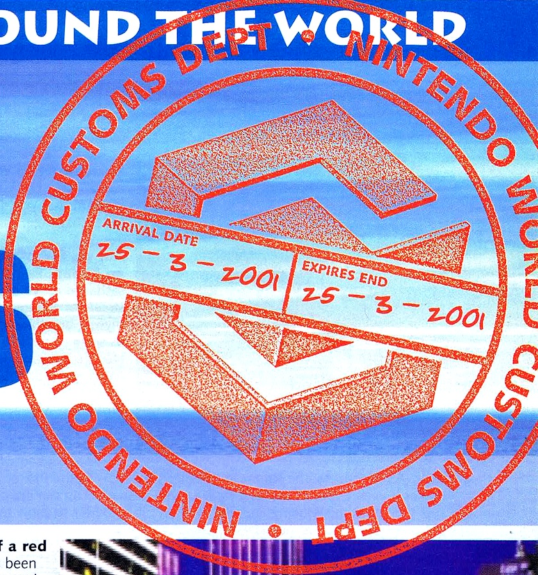




First thoughts, Alison? Naples, because of the sprawl of high-rise flats and the gun – although by the same token it could also be Tottenham. The architecture suggests somewhere not quite coastal Mediterranean, but Latino or Italiano-inspired. I'll stick with Naples for want of anything better.

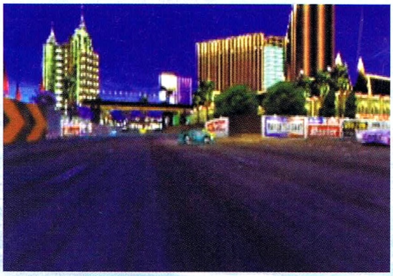
Not too far off – it's Bilbao. Both this and Naples I find incredibly ugly, with a handful of beauty spots you have to search really hard for – though Bilbao has a lot more going for it. A modern and bustling city, the biggest in the Basque region, it is scattered with beautiful old buildings and run-down slum areas, so without any obvious landmarks, this is a fair depiction.

WORLD GAMES



LAS VEGAS, NEVADA

World Driver Championship







The Statue of Liberty is a bit of a red herring in this one... Unless she's been won by a wealthy Texan oil man in a card game, or been moved inland for her own protection. This is that bastion of taste and style, Las Vegas.

Spot on! Ah, what a place, what a fantasy rising from the bleak, endless Nevada desert. Only in America could this shrine to greed, sloth and tastelessness develop and prosper. You get the gist in this with the shadow of the plains in the background, and the familiar brilliant glow of 100,000 blinking bulbs. But it's not nearly tacky and seedy enough! Behind the glitz and razzmatazz is this underlying layer of filth and corruption – the streets might be paved with gold when you arrive, but they're paved with broken-down drunks and penniless gamblers on the way out. God bless America!



ST PETERSBURG, RUSSIA

GoldenEye 007





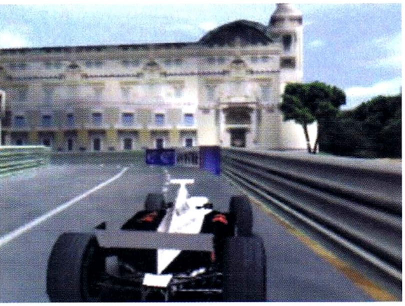
Any idea, Alison? This definitely looks like an Eastern Bloc country – the austere, crumbling square buildings all reek of faded communist glory.

Do the cars help? Is that a Trabant? Nah – in jaunty red? I don't think so. Anywhere less liberal than Prague or Budapest wouldn't have any cars that weren't black, so I'll go for there.

It's actually St Petersburg. Whoa – wouldn't have guessed that one! Where's all the snow, the assorted frozen body parts, the smell of dodgy sausage, and men in black leather jackets trying to sell you lacquered boxes, fake Fabergé eggs, and those annoying little dolls which fit inside each other? Still, the buildings are fairly authentic.



MONTE CARLO, MONACO
F1 World Grand Prix



Recognise this winding road? Now come on, I thought that you'd promised me a challenge.

Ah, we forgot you were an F1 fan. Even if I hadn't sashayed down the leafy streets of Monte Carlo myself, breathing deeply of its smell of cashola, I'd recognise those winding roads and grand white hotels. It's the only place to find a husband – Monaco.

Bang on! The very fact that this is a location where they really do hare round the streets at ridiculous speeds – Grand Prix or not – makes it even easier to use as a racing game location. You can imagine what spoils await at the winning line. But wouldn't it be better to show those vain, pouting bikini-clad women layering the streets?





NEW YORK, USA
Spider-Man





Do these skyscrapers ring a bell? Ah, if I could make it there… etcetera. Maybe it's cheating, but I know this game.

Bah! So the location is…? It's the city that never sleeps, New York, NY.

Correct! There's no going wrong with the Big Apple – its skyline is so familiar. But there's more to getting a location right than sticking in a few well-known landmarks. To get the true flavour of this crazy melting pot, we need graffiti, steam, noise, smells, grime and a mist of angry, taxi-induced road rage. Oh, and the obligatory cardboard boxes and clothes rails on every corner for streetwise partnered-up cops to crash through when chasing muggers.

THE JUNGLES OF CUBA
GoldenEye 007

The trees give it away, right, Alison? No prizes for guessing it's a tropical rainforest somewhere, unless it's Charlie Dimmock's latest creation in a Hounslow back garden. She might be able to identify the tree species.

So what's your guess? I'm going to plump for the Congo or Amazon, as the rope bridge suggests an Indiana Jones kinda thing.





Wrong – it's Cuba. Well, seeing as Cuba has about 20 million palm trees squashed onto its swampy interior, these are quite representative. For more jungle authenticity, maybe the addition of snakes, creepy crawlies and tree rats that reach up to two feet long might have helped. But to me, Cuba will always be downtown Havana, with its faded '50s glamour, buildings almost audibly crumbling to dust, and the whiff of Latin passion mingling with rum and cigar fumes.



HAWAII, USA
World Driver Championship









Getting trickier now. This strikes me as somewhere in the Far East, with a real oriental influence.

So what's your guess? It's a hot country, and I would have guessed Jordan until I saw the rusted battleship and thought an island. Maybe Pearl Harbor?

Yes! It's Hawaii! Now that was a sheer fluke. Still, magnificent racetrack aside, it's not a bad representation of Hawaii, though it needs to be a bit more lush. But, oh, isn't it a place we know so well thanks to Saturday mornings sat in front of Hawaii Five-0. But there's not an awful lot more the developers could have done here, except maybe hang some garlands and grass skirts off the cars – but now I'm just getting silly.

LONDON, ENGLAND
The World Is Not Enough

An easy one, this. I have a feeling I used to live here! That looks suspiciously like the Docklands area of London. I think I even recognise the particular red-brick apartments depicted.

Any other clues? Just in case I've gone stark, raving mad, you've even thrown in a red bus to help me along.

Yep, it's London Town. There are just some places on this earth where, even if you were plucked from a remote Peruvian rainforest, having never seen a TV show, film or magazine in your life, and transported to its heart, you'd still know exactly where you were. Everywhere you look in London you see a vignette of life straight out of a tourist brochure, so less is definitely more for game designers. Spot on!



KYOTO, JAPAN
World Driver Championship





Some dead giveaways on-screen here. The grey sky, the green banks, the bad driving – it has to be Dublin!



Er... No, hang on – the skyscrapers, and some sort of oriental pergola straddling the track... now I'm confused. No idea. Malaysia?



Pretty close – it's Kyoto in Japan. Well, whaddaya know? My knowledge of Japan is confined to the city regions, although I guess the tall buildings give you something of a clue. Maybe the racetrack is well-known – I do know that the Eastern version of the Michelin Bridge is the Torii at the Heuin Shrine in Kyoto, so it's that clever use of landmarks again!

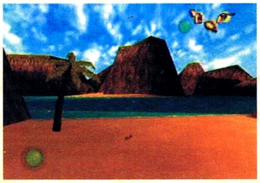
PALAWAN, PHILIPPINES
Indiana Jones



A more Holiday-like location, eh, Alison? Indeed – I may have to reccie this one with a closer look.

Any ideas? The azure waters and black granite rocks suggest somewhere in the Indian Ocean – the Seychelles, or maybe even Mauritius.

Try Palawan in the Philippines. Ooh, very swanky indeed. The Philippines gets a bit of a bad rap because of Manila. But this archipelago of 7,000 islands in South East Asia has some of the best coral in the world and over 2,000 species of fish, so it's an excellent diving location. One problem they have, though, is with their waste disposal, so even though the clear water, beautiful beaches and wildlife are spot-on representations, I suggest our man Indy would be more concerned with floaters than sharks...





LISBON, PORTUGAL
World Driver Championship

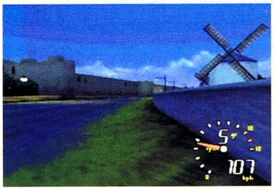


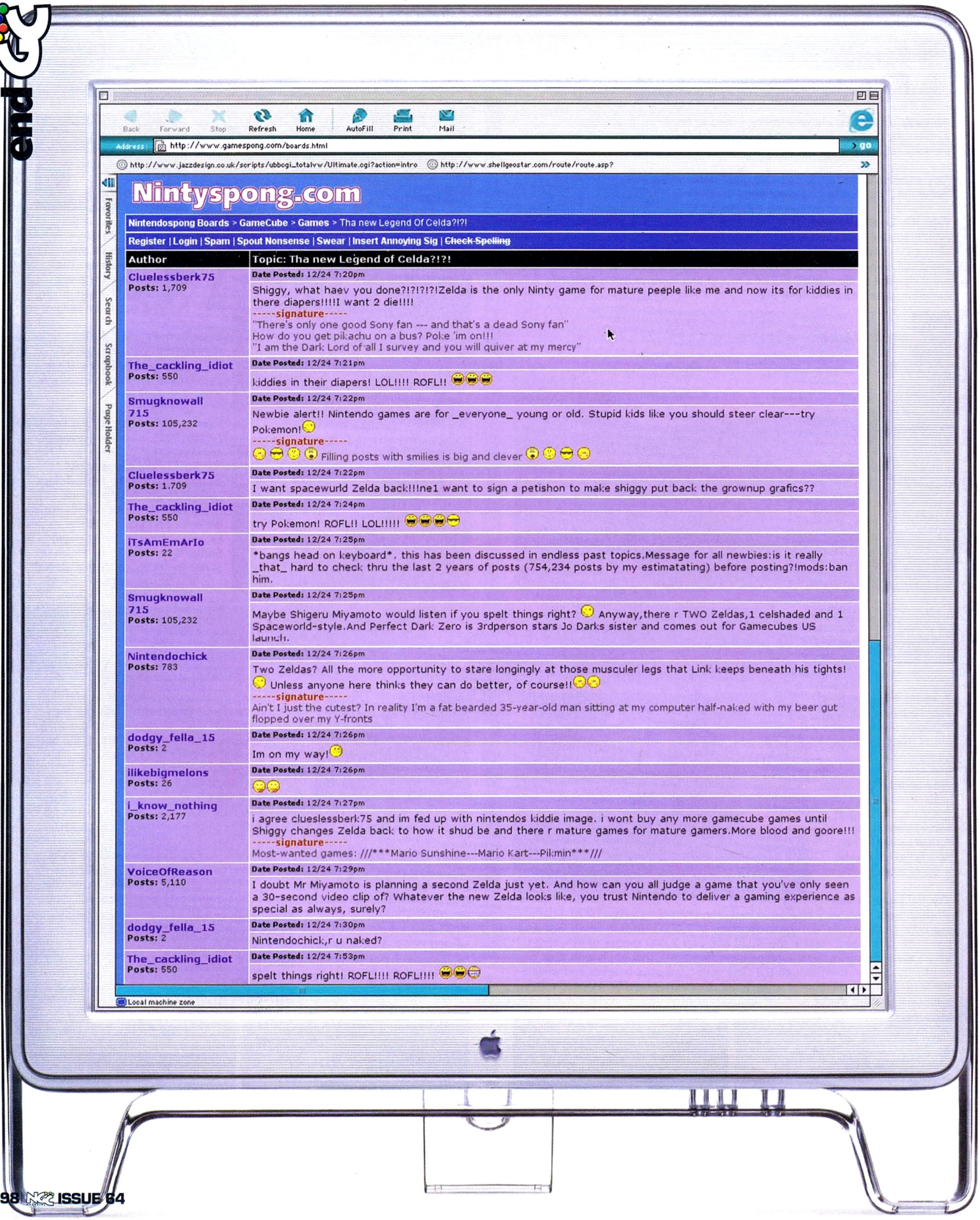
Any ideas? I was thrown a little at first by the windmill, thinking that it doesn't look like the Netherlands. With the cobbled streets, the whitewashed walls and orange roofs on the hut-like houses, I'm thinking more of a Mediterranean influence here.

So...? Well, there are only two places like that where I've seen major use of wind-power, and that's Mykonos in Greece and somewhere in Portugal. I think I'll go for the singing windmills of Portugal.

Quite right – it's Lisbon. The buildings are definitely very Iberian in style, and Lisbon is such a pretty place, very hilly, so that would be a real feature. It's got some great ways of getting around the two very distinct parts to the city – new and old. You can choose from the cute trolley cars, or a precarious cable car which affords you great views over the jumble of villages below. If something is whizzing past you on a racetrack, it may as well be as picturesque as this.







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Author	Topic: Tha new Legend of Celda?!?!
Cluelessberk75 Posts: 1,709	**Date Posted:** 12/24 7:20pm Shiggy, what haev you done?!?!?!?!Zelda is the only Ninty game for mature peeple like me and now its for kiddies in there diapers!!!!!I want 2 die!!!! -----signature----- "There's only one good Sony fan --- and that's a dead Sony fan" How do you get pikachu on a bus? Poke 'im on!!! "I am the Dark Lord of all I survey and you will quiver at my mercy"
The_cackling_idiot Posts: 550	**Date Posted:** 12/24 7:21pm kiddies in their diapers! LOL!!!! ROFL!!
Smugknowall 715 Posts: 105,232	**Date Posted:** 12/24 7:22pm Newbie alert!! Nintendo games are for _everyone_ young or old. Stupid kids like you should steer clear---try Pokemon! -----signature----- Filling posts with smilies is big and clever
Cluelessberk75 Posts: 1,709	**Date Posted:** 12/24 7:22pm I want spacewurld Zelda back!!!ne1 want to sign a petishon to make shiggy put back the grownup grafics??
The_cackling_idiot Posts: 550	**Date Posted:** 12/24 7:24pm try Pokemon! ROFL!! LOL!!!!!
iTsAmEmArIo Posts: 22	**Date Posted:** 12/24 7:25pm *bangs head on keyboard*. this has been discussed in endless past topics.Message for all newbies:is it really _that_ hard to check thru the last 2 years of posts (754,234 posts by my estimatating) before posting?!mods:ban him.
Smugknowall 715 Posts: 105,232	**Date Posted:** 12/24 7:25pm Maybe Shigeru Miyamoto would listen if you spelt things right? Anyway,there r TWO Zeldas,1 celshaded and 1 Spaceworld-style.And Perfect Dark Zero is 3rdperson stars Jo Darks sister and comes out for Gamecubes US launch.
Nintendochick Posts: 783	**Date Posted:** 12/24 7:26pm Two Zeldas? All the more opportunity to stare longingly at those musculer legs that Link keeps beneath his tights! Unless anyone here thinks they can do better, of course!! -----signature----- Ain't I just the cutest? In reality I'm a fat bearded 35-year-old man sitting at my computer half-naked with my beer gut flopped over my Y-fronts
dodgy_fella_15 Posts: 2	**Date Posted:** 12/24 7:26pm Im on my way!
ilikebigmelons Posts: 26	**Date Posted:** 12/24 7:26pm
i_know_nothing Posts: 2,177	**Date Posted:** 12/24 7:27pm i agree clueslessberk75 and im fed up with nintendos kiddie image. i wont buy any more gamecube games until Shiggy changes Zelda back to how it shud be and there r mature games for mature gamers.More blood and goore!!! -----signature----- Most-wanted games: ///***Mario Sunshine---Mario Kart---Pikmin***///
VoiceOfReason Posts: 5,110	**Date Posted:** 12/24 7:29pm I doubt Mr Miyamoto is planning a second Zelda just yet. And how can you all judge a game that you've only seen a 30-second video clip of? Whatever the new Zelda looks like, you trust Nintendo to deliver a gaming experience as special as always, surely?
dodgy_fella_15 Posts: 2	**Date Posted:** 12/24 7:30pm Nintendochick,r u naked?
The_cackling_idiot Posts: 550	**Date Posted:** 12/24 7:53pm spelt things right! ROFL!!!! ROFL!!!!

Local machine zone


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